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Official Magazine
Dreamcast™
Issue 11: February 2001

PHANTASY STAR ONLINE

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>Hands-on Report

Dreamcast 2?

Sega's **Future Plans** Revealed!

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Imagine, if you will, a berserk B-movie, horror - film producer with a twisted sense of humor who puts up a million dollars to anyone who can survive his seven, movie-theme worlds of bloody terror. Michael Reynolds is that producer. And you could use a million bucks.
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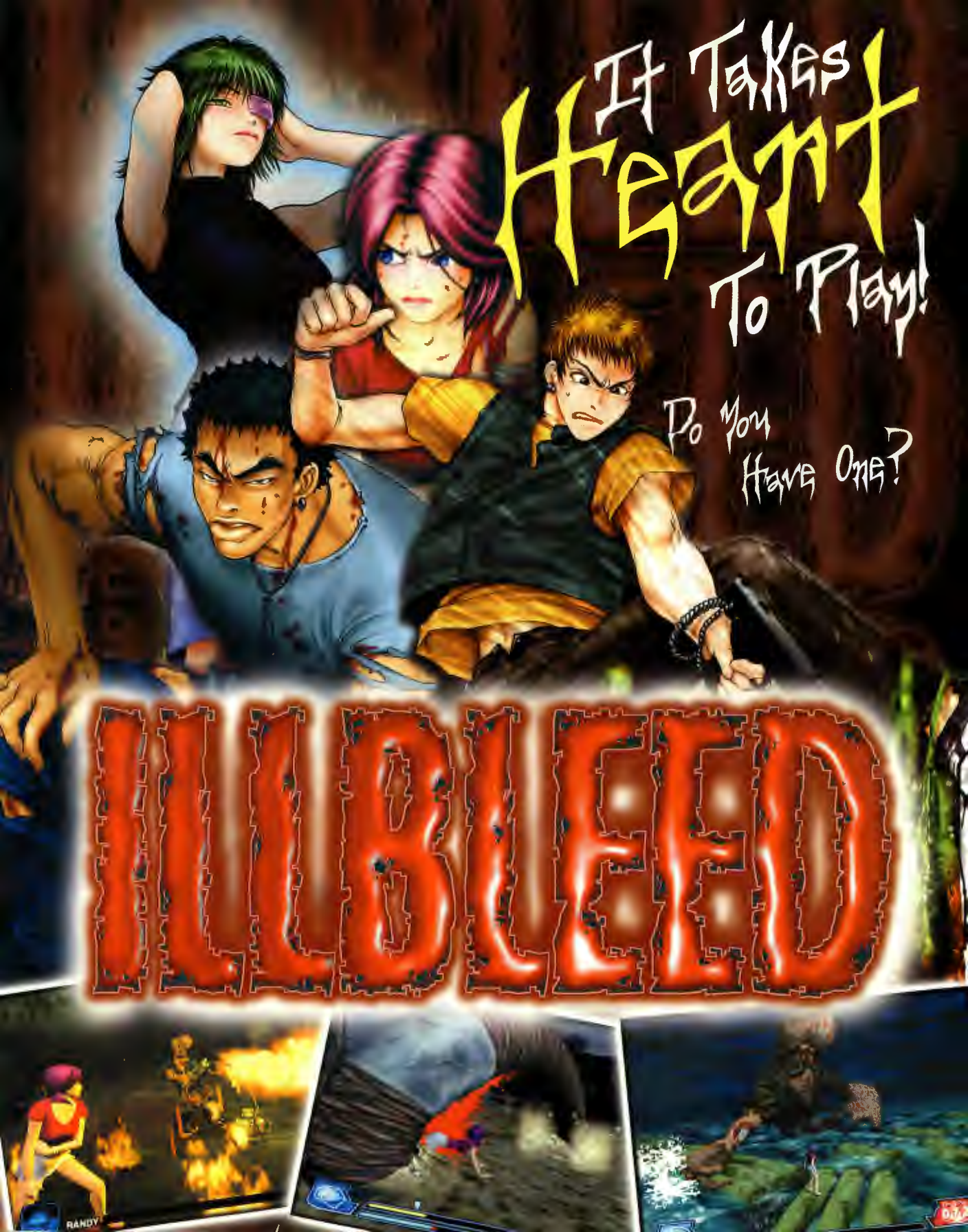
It Takes
Heart
To Play!
Do You
Have One?
ILLBLEED
RANDY

Official Magazine
Dreamcast™ February 2001

PHANTASY STAR ONLINE

JAPAN'S FORBIDDEN GAMES

FROM GEEK TO CHIC

FEATURES

MANY PAGES WITH MANY WORDS—SWEAT TILL YOU BLEED, SUCKAS.

>FORBIDDEN GAMES 22
ODCM took a peek behind Japan's Hello Kitty curtain of cute—and what we saw made us blush. Enjoy this glimpse of the Japanese games you'll never get to play

>FROM GEEK TO CHIC 30
Gaming's transition from geek fetish to mainstream billion-dollar industry has taken less than ten years: and it all began with a little blue hedgehog

>PHANTASY STAR ONLINE 34
Online and on target? **ODCM** hits exclusive, hands-on paydirt: and you get the verdict

>DC*DIRECT* 12
NEWS, PREVIEWS AND GOSSIP

COMING SOON

IF THE FUTURE WAS NOW, WE COULD STOP HYPING AND START COMPLAINING

FLOIGAN BROTHERS 44
Wackiness in spades: Visual Concepts' latest jewel is laden with more slap than you can shake a stick at. **ODCM** spends some quality time with the Floi polloi

18-WHEELER 46
When Big Trucks Attack! Get the skinny on Sega's latert Naomi arcade port. Large Marge, Kevin Bacon, trucker slang and other assorted goodies

SONIC ADVENTURE 2 48
The rambunctious rodent returns for another spin around the block. And if what we've played so far is any indication, this is going to be one of 2001's best games.

PROJECT JUSTICE 50
No, it isn't Gee Dub Bush's new capital punishment program. It's the sequel to *Rival Schools*, one of the most beloved fighting games in recent memory. With school-girls...

FIGHTING VIPERS 2 52
Just when you thought it was dead, the AM2 classic returns to your Dreamcast. Not since Willis Reed returned for Game 7 of the 1970 NBA finals has there been a comeback like this

HEAD HUNTER 54
After many months of secrecy surrounding its newest *Mission Impossible*-style game, Sega lets the cat out of the bag. Or, actually, they only let us peek our heads inside the bag for a few seconds to check out the cat. Here's what we saw before the dang thing scratched us

ALIEN FRONT ONLINE 56
ODCM takes another look at what is easily one of our most eagerly-anticipated titles. It's got all sorts of things we like: Big tanks to drive, big cities to destroy, big buildings to crumble, big technologies to employ (online multiplayer, real-time voice, etc.) = big hit in the making

TYPING OF THE DEAD 58
Mavis Beacon meets *House of the Dead* in one of the most excitingly inauspicious gameplay premises in the history of videogames. Amazingly, it's already great—but kids, can you type "c-a-r-p-a-l t-u-n-n-e-l s-y-n-d-r-o-m-e?"

"I *never* lose."

DEPARTMENTS

>DC-ROM 8
If it doesn't work, don't give up and start using our shiny, pretty demo disc as a coaster...wipe it off! We know you hate cleaning, but does it make it more fun if we tell you that you can spit on it first?

>D-MAIL 10
You ask, we answer. The only problem with getting so much wonderful mail from so many wonderful people is that it reminds us of how many wonderful jobs there are, in this wonderful world, which contain long stretches of free time that can be filled up by writing emails, stretching, napping, eating and peeing. But don't worry—we're too busy creating **ODCM** to go out and find 'em!

>TZ-ARCHIVE 80
Every game we've ever played. Rated!

>ENDZONE 94
ODCM's exclusive **TalkBack** interview series opens with our candid tete-a-tete with the creators of *Soul Reaver 2*. Just how great will this game be? Find out!

Mr. Charla's neighborhood

WELL, THE HOLIDAYS ARE behind us (well, as I write this they haven't actually started, but by the time you read it they should be just wrapping up).

Anyway, I could go on about the huge number of killer hits that shipped for Dreamcast this season, but that would be gloating. But what the hell, let's gloat: *Shenmue, Jet Grind Radio, Test Drive Le Mans, StarLancer, Grandia II, Skies of Arcadia, Tony Hawk 2, NFL 2K1, NBA 2K1, Quake 3 Arena, Samba de Amigo*. And those are just the games that got 9s or 10s. Plus, of course, we got the world's first online console gaming ISP.

So. What do we have to look forward to in 2001? First, all the awesome games that slipped: *Unreal Tournament, Half-Life, Half-Life Multiplayer* and *Metropolis Street Racer*. Then, in January, we're going to get the earth-shattering *Phantasy Star Online* (see our Cover Story on page 36). (**Note:** If you never see another issue, it's becuase we got too addicted to *PSO*.)

Beyond that, Sega—at its recent Executive Games Summit—announced (in addition to giving us the dirt on the future of the Dreamcast platform; see page 12) that it had between 30 and 45 titles planned for 2001. Holy crap! Forty-five *SEGA* games? Clearly this company is out to get every single dollar in our pockets, and every single second of our spare time.

And I for one, couldn't be happier! When the world's greatest game company tells you that it could potentially be coming out with three new games every month, well, it's pretty clear that the future for Dreamcast in 2001 is going to be pretty damn rosy.

One last thing: After a successful test run, next year, ODCM plans to take RPG Day national. It's the Friday after Thanksgiving. No work. The malls are packed. The movie theaters are packed. Your house is full of food. Solution: get up early, make yourself a sandwich, pop in that RPG you've been meaning to beat and get to it. In 2001, this Day falls on Friday, November 23. Plan on it.

Later,
Chris

>TESTZONE

HYPE? HIP? WE PLAY THEM ALL SO YOU DON'T HAVE TO. REVIEWED:

NBA 2K1 62
Everything you love about your favorite sport and the NBA is present and accounted for (except for Jack Nicholson sitting courtside at all the Laker games)

READY 2 RUMBLE: ROUND 2 66
As the inimitable Evan Shamoon says, "No kicking!" This might be boxing for the masses, but it's still boxing...and it's still darned fun

HOYLE CASINO 68
You don't have to be 21 to play it. You can play it all night. There's even some cleavage to be ogled in this gameroom, thanks to *Hoyle*'s NPCs. Of course, such pleasures always come at a price...

MS. PAC MAN 72
If it's your first time playing *Ms. Pac Man*, welcome to the magic. If it's your second (or second millionth) time around, you'll know that the magic never fades...and neither do the ghosts, unless you eat 'em

SPEC OPS II: OMEGA SQUAD 73
PC + ROTC = DC QT? **ODCM** RSVPs. Ever wonder why we often groan automatically whenever we hear (or say) the word "port?" This game gives a pretty good demonstration of some big reasons

SURF ROCKET RACERS 74
Surfing! Rocketing! Racing! No, these aren't the ingredients of the best damned tuna casserole you've ever had (although they could be). They make a good game: almost

SUPER RUNABOUT: SAN FRANCISCO EDITION 76
Rice-a-Roni is henceforth replaced as the San Francisco Treat. Mmmmm! Yummy

RESIDENT EVIL 2 77
Bigger, better, faster zombies! And you didn't think it could get better...oh, pshaw

BANG! 78
A game that brings along its own exclamation point, like a little suitcase full of joy. Or not. It's definitely full of *something*...

KISS PSYCHO CIRCUS: THE NIGHTMARE CHILD 79
Two words: Not. Online. Two more words: Big. Shoes. This game offers the closest onscreen representation of Dina's shoes that **ODCM** has ever seen. We're not kidding. And neither is Dina

RESIDENT EVIL 2 77

>HOWTO 82

MORE CODES THAN YOU CAN SHAKE A GAMESHARK AT!

MAKE YOUR OWN 16-PAGE CODEBOOK!

You've heard us call our How-To section "Absolutely Code-tactular" before—and we weren't lying. Well, this time when we say that it's Absolutely Code-tacular, we're lying even less! We've listened to the subsonic screams of your code-jonesing, and pretty much ignored it for a long time. Not because we didn't care; we just didn't have the space to print more codes. Well, get ready to be really, really happy (and to stop screaming, too...ever wonder why you didn't have a girlfriend?)—we're going to give you ALL the codes and ALL the directions you'll need to cut, fold and staple your own 16-PAGE CODEBOOK! Total satisfaction guaranteed: you'll never feel the need to buy another Lotto ticket.

And how many games are included in the index of this *wunder*booklet? Well, we want it to be a surprise. But we'll give you a hint: there aren't less than 75...

PlayStation.2
SOMETIMES, IN ORDER
TO COMPLETE YOUR JOURNEY,
YOU HAVE TO GO BACK
TO ITS BEGINNING.
LEGACY OF KAIN
SOUL REAVER 2
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Dreamcast
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GA GAME ARTS

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"The level of detail paid to every single moment, circumstance and environment is overwhelming."
Official Dreamcast Magazine

"...undeniably the prettiest role-playing game ever to grace a console."
www.dailyradar.com

"...this will indeed be the first epic RPG on Dreamcast."
www.ign.com

"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."
www.thegia.com

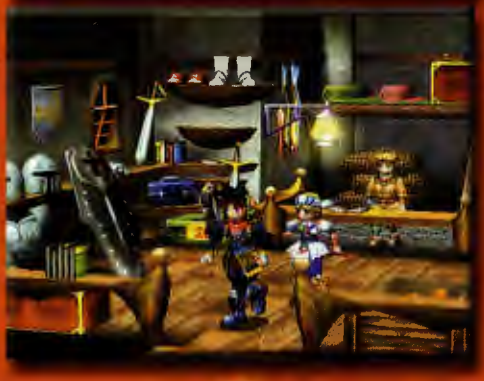
"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."
Gamer's Republic Online

"...set to give sub-par developers a lesson in how to do a DC RPG right."
GameFan Magazine

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."
GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."
www.GA-Console.com

Critically acclaimed and over 2 years in the making, Grandia™ II arrives December 2000.



GRANDIA II
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IN FIVE DIFFERENT LANGUAGES.

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ファンタシースターオンライン

ONLINE MULTI-PLAYER

With the Phantasy Star Online instant translator, you can choose from hundreds of words and phrases to communicate with online gamers around the world. You enter, "Help me! I don't want to die!" Your teammate in Japan sees: "助けてくれぇ。死にたかねぇよ。" It's just one of the advanced features on the next generation of the legendary Phantasy Star series. Phantasy Star Online will immerse you in the most complete role-playing experience possible—not to mention what it'll do for your vocabulary.

SONIC TEAM

RATING PENDING RP ESRB

Dreamcast™

sega.com/phantasystaronline

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THE SEVEN SAMURAI

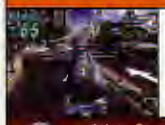
That's what we call the six fancy-kickin' demos and one maverick vid on this disc. This is some of the best stuff that Japanese and American developers have to offer: riding the cutting edge of this century's wave of innovation.

So just when you thought that your loved ones were all out of presents, **ODCM** has ripped you a brand spiggidy spankin' new one. Hot off the presses, here comes the stuff that makes your Dreamcast sing—exclusive sneak peeks at levels from **Metropolis Street Racer** (balls-out racing in hyper-realistic environments: if we had to name the game that we get most questions about from fellow game journos, this would be it. It could be the title that finally makes Dan stop saying "Best. Game. Ever." about **F355 Challenge**), **Outtrigger** (first-person shooter from the Land of the Rising Sun), **18 Wheeler: American Pro Trucker** (big trucks, big wheels, big game), **Max Steel** (third-person adventuring to the max) and **4x4 Evolution** (more SUVs than a Nordstrom parking lot). Plus we've got a brand new web browser—**Version 2.6,** complete with mouse support. It even comes with Sega's new DreamCall application (see **DCDirect** page 16 for details, which allows you to make free long distance phone calls to anyone in the world. So now you can talk to all of your fellow Dreamcasters in Lisbon and Bora Bora.

As an added bonus for this issue, we've also got **Jurassic 5's** newest video for you to check out—this disc is so fresh we almost don't want to give it away. Just be sure to read our directions *(at right)* for cleaning the disc!

18 WHEELER: AMERICAN PRO TRUCKER

PUB SEGA RELEASE JAN PLAYERS 1



Take Sega's new trucking sim for a spin and see what it's like to cruise the highway with double-digit wheels (18 to be precise). Also, see what it's like to crush the cars that get in your way, barrel over trees and race against a diabolical enemy named Lizard Tail. The demo takes you for a ride you won't soon forget.

Stick: Steer
D-Pad: Steer
A Shift
B Reverse
X Horn
Y Change View
LJ Brake
LB Accelerate

METROPOLIS STREET RACER

PUB SEGA RELEASE JANUARY PLAYERS 1-2

Distinctly European and distinctly awesome, *MSR* has been a long time coming. If you've been with us from the beginning, you'll know what we mean. Race either against the clock or against another car through the streets of swingin' London. The game was recently delayed until January, so try it early on your trusty **ODCM** demo disc.

Stick: Steer
D-Pad: Steer
A N/A
B Assist Select
X N/A
Y Assist On/Off
LJ Brake
LB Forward

MAX STEEL

PUBLISHER MATTEL RELEASE NOVEMBER PLAYERS

Venture through the jungle and hit p some unsuspecting evil folks in our exclusive demo of *Max Steel*. You're armed to the teeth with some sweet weapons, and there are even a couple of interesting puzzles to solve. Give it a spin and let us know what you think. We know what we think; that's why it's on the demo disc.

Stick: Move Character
D-Pad: Move Character
A Jump
B Punch
X Shoot
Y Tail Whip
LJ Side Step
LB Close-up View

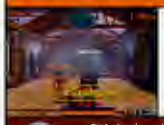
BROWSER 2.6

DISC EXCLUSIVE

Greatest. Browser. Ever. The latest, greatest version of the Dreamcast browser features, for the first time, MOUSE SUPPORT! No longer must you use the analog stick, or worse, the D-pad to scroll around like some kind of second-class netizen. Add the keyboard, and you are a fully-outfitted Web surfer. Plus: use DreamCall and your Dreamcast to phone friends for free!

OUTTRIGGER

PUBLISHER SEGA RELEASE AM2 PLAYERS N/A



Sega's attempt to out-gun the *Quake/Unreal/Half-Life* FPS landscape, *Outtrigger* is nothing if not hella fun. Blast your way through four crazyfastintense stages of action, killing swarms of bad guys and getting to try out a bunch of weapons in the process. Try it from the first-person POV for the optimal experience.

Stick: Look view
D-Pad: Move
A Fire weapon
B Zoom (first person)
X Change weapon
Y Jump
LJ Strafe left
LB Strafe right

4X4 EVOLUTION

PUBLISHER GODGAMES RELEASE OUT NOW PLAYERS 1

If you thought 4-Wheel Thunder was the cream of the big-wheel crop, well, give *4x4 Evolution* a shot. It's got lots of dirt, cool vistas and big vehicles, and should provide you with at least an afternoon's worth of entertainment. It's also one of the prettier drives you'll take on your Dreamcast: so if aesthetics are your bag, give it a shot.

Stick: Steer
D-Pad: Up: reset position
A N/A
B N/A
X Brake
Y Change view
LJ Reverse
LB Accelerate

JURASSIC 5: QUALITY CONTROL

PUBLISHER SEGA RELEASE OCTOBER PLAYERS 1

Just when you thought ODCM had given you everything you could possibly want, we drop the new J5 video on your unsuspecting heads. It's Quality Control, the title track from their latest LP. Bounce to it. And what does it have to do with Dreamcast? It sounds suspiciously like a song from one of our fave soundtracks...

Stick: N/A
D-Pad: N/A
A N/A
B N/A
X N/A
Y N/A
LJ N/A
LB N/A

HAVING TROUBLE?

Having problems getting your disc to run? Didn't get one with your copy of this fine and upstanding publication? Send your name, mailing address, subscription number (if you are a subscriber), and the issue's date to: **dischelp@imaginemedia.com** and provide a brief description of what's wrong with the disc as well. **IMPORTANT!** *This contact address is not for game news or information. If you have questions concerning game codes information or Dreamcast news, please refer your inquiries to Sega or the appropriate third party.*

Help: dischelp@imaginemedia.com

HOW TO GET THE MOST OUT OF LIFE

(and your demo disc)

We pride ourselves on good customer service, which is why we want to take the time to show you how to fix up a reluctant demo disc—or any CD, GD, or DVD-ROM for that matter. Got a disc that won't give up the goods? Before you trash it, microwave it, shatter it, run it over with your car or send it to Al Gore—or call the company to ask for a replacement that you just know will take forever to get to you—check out our handy-dandy guide to making disc problems go away as fast as Evan's hairline. ***Important disclaimer thingy:*** **You can scratch your discs and ruin them if you do this wrong. Proceed at your own risk. Look at this as a last resort, not normal disc maintenance.**

Fig. 1

Step 1: Acquire some Windex, or another mild glass cleaner (you can even cut it 50% with water). Now, find a clean, soft, piece of *cotton* cloth, like an old T-shirt. Don't use polyester or terrycloth—and for godsakes, *do not ever use a paper towel!* Using anything but cotton could scratch the disc and make things worse. Spray a bit of cleaner onto the cotton.

Fig. 2

Step 2: This is definitely the trickiest part of the cleaning process. Don't pat, don't daub, don't stroke, and don't scratch: use your cloth to rub in a straight line, *from the center outward*. Do not, not, *not*, rub in a circular motion around the disc—that will really mess things up. About ten to twelve rubs should cover the whole disc.

Fig. 3.

Step 3: The insertion. Let the disc dry (about ten minutes). Now that you've cleaned your disc, the last thing you want to do is get your grubby, greazy little fingers all over it: so please! Do what Evan does in this picture, and hold it gently by the edges. Slide it into place in your Dreamcast and close the cover. And there it is! You're good to go.

It's not just the Disc, you see...

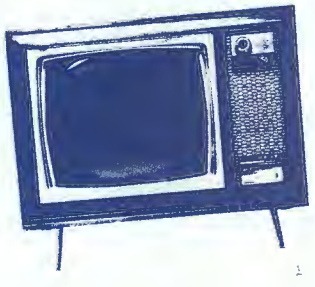
Okay, folks, it's about time we gave you a nice, quick refresher course on the display options for your Dreamcast. There are four ways to get video out of your Dreamcast and onto your TV. Here's a rundown:

RF Adapter: This is for attaching your DC to old-school TVs: you know, those wood-esque paneled sets. You actually have to buy a special adapter to use an RF adapter; this is by far the worst option. Things are blurry. Stay away.

Composite Cables: The standard AV cables that come with the system, these deliver pretty good results.

S-Video Cables: A little pricier, but if your TV has S-Video inputs, you'll be amazed at just how crisp and clean the graphics look with this cable.

VGA Box: The ultimate. This $40 box lets you play Dreamcast on a super-crisp VGA monitor display. It looks great, but all DC games aren't compatible with the VGA box, sadly.



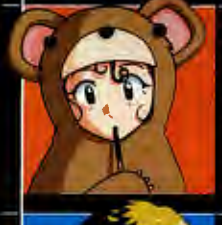
Team ODCM

WHAT A MONTH! Between *Shenmue*, *Jet Grind Radio*, *Test Drive Le Mans* and the *Phantasy Star Online* preview build (and a few disco naps scored here and there), we frankly didn't get around to actually writing the magazine until this afternoon. Still, the end result was pretty good in our opinion, and we think you'll agree. It's the darkest time of the year, so we decided to ask everyone this month just which games give them the strength to carry on when things look their bleakest...

CHRIS CHARLA
Editor-in-Chief
When the going gets tough, the tough get going. And once all of those tough people have left the room, Chris quietly slides in *Test Drive Le Mans* for a little Prototype Enduro action. He claims that he can now actually race the Brno track blindfolded, including pit stops. Next step: race the entire *Suzuki GP* track in reverse, and win.

DAN FITZPATRICK
Art Director
Dan prefers the action of *Quake 3* to get out his aggressions when he's feeling tense. A former hobbyist level designer, he's currently hoarding a PantherXL joystick under his desk, and enjoys helping Evan out when Evan plays online. Evan, sadly, isn't much better at Quake than he was at *NFL 2K1*, you see.

DINA FAYER
Managing Editor
No one's ever accused Dina of being commonplace, so it's no surprise that she heads right off the deep end when she's upset: choosing the impossibly cute and simple *Penpen Tricelon* to get her groove back. "There's just something about that one-button gameplay and the way it drives everyone else nuts!" she says.



FRANCESCA REYES
Senior Editor
For Fran, bad moods actually mean that she steps away from gaming toward the big baseball bat she keeps by her desk. "Hey Fran... everything's cool... just put down the bat..." No, we're just kidding: she actually goes back to all the RPGs she's beat and works to finally finish every single side quest and to level up as high as possible.

DAVE CORDON
Associate Art Director
Dave's new favorite game is *Chicken Run*. "I just love making the chickens get caught," he says gleefully. Dave, as you'll remember from past issues, is a man who's motto is "A chicken in my pot, every single night." He's also been known to strap on the maracas (literally, with electrical tape) for an intense *Samba* session.

EVAN SHAMOON
Associate Editor
Evan is all about *Tony Hawk's Pro Skater 2*. It's that track by Rage Against the Machine combined with the hip clothes, we think. He can play for hours, and now that he's mastered the gap-to-manual-to-gap skillz, he is practically unstoppable. It's fun to watch him beat Blake from *Next Gen*: that improves everyone's spirits!

ILLUSTRATIONS: NASKA C.

LETTER OF THE MONTH

InterNOT Gaming

First off, I want to congratulate all of you for the great effort on the magazine. It is safe to say that you guys produce the first magazine that is official but still delivers the goods without being biased. It is also safe to say that it kicks ass that DC is beating the odds and hanging around for the battle against PS2. And a tough battle it will be.

The reason I am writing is to see your opinion on how console gaming is evolving into a vast Internet dominance. I may not be the oldest gamer (I'm 15), but ladies and gentlemen, I have experienced everything there is to possibly experience in videogaming for my age, and things cannot get much better than they are now. I am quite an old-school gamer, and when I hear all this talk about console gaming's future going completely online it sickens me. I even read somewhere that the next-generation *Tomb Raider* is going to have you buying levels monthly on the Internet. Now, I don't know about you, but I believe the point of console gaming is to sit back, relax with a controller in your hand, and play a game to a point in the night where your eyes gloss over and your fingers don't get tired from typing on a keyboard. If I want online games I sit down at my $2000 PC and really experience online gaming. Do not get me wrong, I have an open mind to any future online possibilities, but I think gaming should stay where it is.

Tim Sullivan
Via email

PS: Let us all bow our heads in a moment of silence for the arrival of *Shenmue*.

This is a hard call, Tim. There's no denying that online is where this industry is headed, but at the same time, it all depends on the quality of the games themselves. Whether a game is meant for offline or online play, if a game is solid and programmed expressly for what it is, it will stand as a classic experience. But if a game incorporates "throwaway" online capabilities just to cash in on the trend, then the potential is clearly wasted.

The **ODCM** staff is somewhat divided, in a sense, on the issue. Certain genres, like first person shooters, real-time strategy and sports games are much more developed in the online arena, and have been tried and tested in head-to-head play. On PCs, online RPGs like *Baldur's Gate* and *Everquest* are also fine examples of how multiplayer adventure games can be done well. Online RPGs will not replace the single-player games, but will instead become their own sub-genre within the larger spectrum of RPGs.

So don't worry that all games will be going online any time soon or even in the future. It will take some time to iron out the flaws, but multiplayer games shouldn't be underestimated--they provide an amazing experience that often cannot be matched without the element of human interaction. It's true. Facing off against a real human gamer adds that extra element of spontaneity and intelligence that are nowhere to be found when you're fighting a CPU controlled 'bot. We're really excited to watch the dawn of a new movement that has so much potential.

Speed Freak

All right, dear friends at **ODCM**, here's the deal. I stare dumbstruck at your articles on *Phantasy Star Online* and mutter things unconciously like "must have." But strangely enough, I am also fighting a phone company who refuses to give me better then a duplexed phone line (i.e., I can only connect at 26.4 Kbps with an 56K modem! Fun!).

So I want to get cable, and I cry because I can't have cable and won't be able to dial in to play *Phantasy Star Online*. But I am overjoyed to find a LAN adapter allowing me to use cable with my Dreamcast in your mag's Tech section **[ODCM #9]**. I must have it and I search everywhere I can for information on this godsend. I'm a gamer and a techie. I can make the Net actually tell me things instead of barfing out garbage about cooking better with potato oil or voting in the next presidential election but I get nothing. Nada. Zilch. Even DailyRadar.com seems to think that the adapter is some kind of party event going on in Colorado! Don't tease me. Where is it?

Mike Dunning
Via email

Mike, Sega has announced that it will be releasing the broadband adapter, which is basically an ethernet card that replaces the built-in DC modem, to the US market in January. The $50 part will allow you to use your Dreamcast with a DSL or other broadband connection.

Interestingly, Sega's ISP, SegaNet, will not be offering DSL. If you want to play Sega games online using a DSL or cable connection, you'll have to sign up with a third-party ISP that offers it. But since SegaNet already promises awesome speed, most people won't need to bother.

Gain Ground-ed

A friend of mine was searching on the Internet and came across a rumor that one of the greatest games of all time, *Gain Ground*, is coming to Dreamcast. I couldn't believe it so I went on the Net to do a little searching myself, but to no avail. Is it just a rumor? Or is *Gain Ground* really coming out on DC?

And someone should develop a game based on the pen-and-paper RPG *Car Wars*. It would rock. Imagine driving around in armored cars packed to the core with weapons! They could even throw in side missions like deliveries or something, if they want.

Ryan Farrell
farrel18@snycorva.cortland.edu

Hey, Ryan, It's good to hear that classic games are still remembered by DC owners. Unfortunately, a sequel or remake of Renovation's *Gain Ground*, which debuted on the Genesis in 1991, is more rumor than anything else. We haven't heard anything on this title with regard to companies working on "secret projects." But if we hear anything about it, our readers will be the first to know.

As for a "car RPG," Ripcord's upcoming *Gorka Morka* is being touted as a type of vehicular combat/RPG with upgradeable cars which are fully interactive. We have yet to test the game out for ourselves, but you can bet we'll be checking it out in an upcoming issue.

Soliloquel

I keep hearing all these rumors about Sega and Nintendo forming a joint company. What does this mean and is it going to happen?

Are there any sequels coming for *Jet Grind Radio* or *Guts Rage: Sword of the Berserk*?

Are there any *Mega Man* or *Time Crisis* games coming?

Kevin Capa
Kevmcapa614@hotmail.com

While we're unsure what's actually going on behind closed doors, what's on record is that the original news story was a mis-translation of what the actual message was. In sum, the real deal was an announcement stating that a high-level executive had been hired on at Sega from a position in which he had worked with Nintendo. If you apply the "operator, operator" principle to this small story, then you get the end result of "Sega and Nintendo are working together!" But for the record, Sega representatives have cleared up the question and state that there are no plans for the company to pair up with Nintendo anytime in the near future. Although the company's plans to do hand-held gaming (see DCDirect page 13) do give some tantilizing hints...

It's long been rumored that *Jet Grind* will be receiving a sequel which will feature online and multiplayer modes, but again—Sega has said nothing about it. And as for *Sword of the Berserk*, neither ASCII nor Yukes has plans for a sequel.

For now, there are no plans for any *MegaMan* games from Capcom on DC. The same goes for a *Time Crisis* title from Namco on DC. Bummer, huh? But, who knows what announcements lay around the corner, so we'll keep you informed if anything changes.

Original Sims

Is there any chance of Sega bringing either *Emergency Call Ambulance* or *Jambo! Safari* to Dreamcast? Both these games rule in the arcade and it would totally reek of awesomness if I could play them on my DC.

B'lo Average
DarkkLotusNINJA@aol.com

This game makes San Diego's Wild Animal Park look tame.

The news is grim so far on these two titles ever making it to DC, B'lo. Sega's spokespeople claim that it has to do with the technology difference between the arcade versions of *Emergency Call Ambulance* and *Jambo! Safari* and the DC. Apparently, neither of the arcade titles is actually on the DC-friendly NAOMI board, but something different such as the Model 3, dual NAOMI or the mysterious Hikaru board. But Sega is still evaluating the titles for port to see if it might be worth it, so we'll definitely be writing it up in these pages if there's hope on the horizon.

Kill Your Television

I have had a Dreamcast for about nine months now and I love it—except for one small thing. We own a 50-inch TV and when the system is loading everything seems fine. When the game is ready to play, about two inches of the picture is chopped off all the way down the left hand side of the screen. I assumed it had something to do with the projection TV, but when we hooked it up to the bedroom TV (32 inch) it did the same thing. Is this a system flaw? Every game I own for DC does this. Any help in explaining this phenomenon would be appreciated.

Jeffrey
j.jones2@att.net

We're unsure if the problem you're having is stemming from your system or from using the system on a projection TV. We've played our DCs on big-screen televisions, but never on screens larger than 40 inches (we'd like to remind you, by the way, that it's okay to have friends who own smaller TVs than yours). You may want to check with Sega's tech support line (800-USA-SEGA) for help on the matter as it might be something wrong with your specific Dreamcast system. An even better solution, of course, is to send your faulty 50-inch screen to us—we'll be happy to send you our perfectly functional and far-more-portable TV in return! That way, everyone wins.

Four Word Letter

I go online with my Dreamcast a lot and I was wondering if in order to play the online games (like *NBA2k1*) do I have to sign up for SegaNet or can I use my own ISP?

Will an updated version of the Web Browser 2.0 ever come out? And if so what will be it's capabilities?

In **DDCM #04** there was an article about THQ's plans to release *Wrestlemania 2000* for DC in the fall. I haven't seen it yet and I was wondering if there are still plans to release the game? And when is bleem! ever going to come out?

Brice Beck
bb_toocool23@yahoo.com

Revealed: The Rock is really Rob Schneider (formerly of *SNL*) in his skivvies.

You don't need SegaNet in order to play any of the Dreamcast online games, but you do need an ISP. Whether it's SegaNet, Earthlink or something else, you should have no problem getting your game on across the network.

Look no further than the ODCM demo disc snuggled tightly in with this very issue, Brice! The latest demo includes Voice Over IP software and other various upgrades for your DC browsing needs.

We've never confirmed that THQ would be bringing over *Wrestlemania 2000* to Dreamcast; we were merely suggesting that that might be the wrestling title headed for DC on the THQ ticket. The mystery wrestling game for DC ended up being *WWF Royal Rumble*, instead, and the company has no plans to release any more DC wrestling games beyond this. Sorry for any confusion.

We'd sure as heck would like to know when bleem! is coming out for DC, as well, Brice! It's been postponed and delayed since its original release date of July 2000, and the company has been very hard to pin down in regards to specific date. Therefore, it's a wait and see situation for now. We just hope that they get it out sometime within the coming months, but we'll keep you posted.

Baldur's Wait

Before I first got my DC, I read in a pre-release book of some kind about *Baldur's Gate* coming to DC, but other than that, I haven't heard a peep about it! Do you know if it will be coming to DC at all? Thanks a lot.

Aaron Gretsinger
adg13@crosswinds.net

Bad news, Aaron! While the PC RPG phenom known as Bioware's *Baldur's Gate* was originally planned as one of DC's first online epics, it's since been cancelled. But, fortunately, there are other online RPGs on the way, like *Phantasy Star Online* and *FarNation*, so don't fret!

Trigger Happy

Does the MadCatz DreamBlaster lightgun work for *Silent Scope* on Dreamcast, or do you need to use the original controller? Or will some third party peripheral maker create a whole new gun?

RED94602@ao.com

Unfortunately, RED, none of the DC lightguns, licensed or not, work with *Silent Scope*. In fact, *Silent Scope* is not a lightgun shooter in the *House of the Dead 2* sense. Its arcade counterpart used a specially made sniper peripheral that has no real equal in land of console attachements, so you'll have to depend on your trusty DC controller to do your shooting for you.

A New Chapter

How many chapters of *Shenmue* are there going to be for DC? Somebody told me there were going to be 20, but that sounds like too many. What's the real deal?

I know almost nothing about SegaNet except that you can play games online and send email. Are you able to surf the internet too, just like on a computer with another ISP?

When is *ESPN Baseball Tonight* coming out? It was supposed to come out in April, then August, then November. Now when is it going to be released?

Eric
Via email

***Shenmue* is a play-it-by-ear sort of series according to the game's creator, Yu Suzuki. Supposedly, every "chapter" of the game can be held up as a stand-alone product, but the grand plan is to produce 16 complete chapters. But don't get the number wrong, Eric. "16 chapters" doesn't necessarily translate into 16 separate games. In fact, it's rumored that sequels would incorporate multiple chapters rather than one single chapter (like *Shenmue: Chapter 1—Yokosuka*). Sorry if this is confusing, but this is basically where the series stands. Hope it answers your question.**

SegaNet is a fully functioning ISP with email, Internet browsing abilities and online gaming. No virtual stone is left untumed if you have it and you can use SegaNet as your primary ISP.

According to Konami, *ESPN Baseball Tonight* has been postponed until next year, perhaps to coincide with the start up of the baseball season. We'll keep you updated.

Chat Boom

When will the new DC microphone (and long distance system) come out in the US, sold separately from *Seaman*?

When will *18 Wheeler American ProTrucker* be coming out?

I heard that in the upcoming *Soul Reaver 2*, you get to suck blood instead of souls. Is this true?

Corey
coreyB11@hotmail.com

The DC microphone should be out in stores in a separate package from *Seaman* right now!

Can't wait to get truckin'? Read our full preview of *18 Wheeler* in Coming Soon and then start saving. The game hits stores in just another month or two.

That's just crazy oldskool vampire propaganda you've been hearing, Corey. *SR2* has Raziel sucking souls, like always, so don't believe the hype.

Four out of five Reavers say that souls taste better than blood, anyway.

The College Try

I have been playing Dreamcast for quite a while now, and I have to say that *NFL 2K1* is the greatest sports game ever (personally, it's the best game I've ever played in any genre). From what I've seen of *Madden 2001* on PS2, *NFL 2K1* blows it out of the water. But here's my question: Is Visual Concepts ever going to make a college football game? If they are capable of producing a game as great as *NFL 2K1*, surely they could do it again with a college game.

Are they having trouble obtaining permission from the NCAA? I work at a software store here in Louisville and have already been asked by at least five or six people about a future NCAA game. Same goes with *NBA 2K1* and a possible college basketball game. Just wondering if you have heard anything about future college sports games. Thanks, and keep up the good work!

Brent Willian
Louisville, KY

At this moment in time, we're sad to report that Sega has no plans in the immediate future for any college sports games via Visual Concepts, but this isn't to say that another third-party publisher doesn't have some plans in the works that they're not currently talking about. We just haven't heard a thing regarding NCAA games on Dreamcast, which seems a shame since they're just as popular as pro sports games. It's a wait and see situation, Brent, so stay tuned.

A LITTLE TO THE WRITE

A little goes a long way, and a lot goes even further. So, get scribblin' and send **ODCM** all your fits of Dreamcast fancy in email or snail mail form and get your questions answered. Wanna know what Yu Suzuki eats for breakfast? Ever wondered why Sonic wears shoes but no pants? Can't quite figure out why we run so many freakin' pictures of Yuji Naka in every issue? Then write to us. We may have the answer. And if we don't, then—well, then we don't. But don't let that stop you. Send it to: **ODCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.** Call us techno-snobs, but email is absolutely fabulous at: dcmag@imaginemedia.com

DC FAST FORWARD

Evolution or Revolution?

Dreamcast takes two giant leaps into the future

There were a few surprises at Sega's recent Executive Games Summit. But our eyebrows raised the highest when Charles Bellfield, VP of Corporate & Marketing Communications, gestured at a Dreamcast and said, **"Will we ship a box like that in two years? No."**

Senior Sega official Charles Bellfield told ODCM that future iterations of the Dreamcast system will likely be integrated into a one- or two-chip piece of technology, which can be licensed and slotted into any number of consumer devices—such as DVD players.

Yikes. Is it all over for Dreamcast? Not at all—"The Dreamcast platform remains central to our plans going forward," says Bellfield.

Confused? Don't be. Sega is simply announcing the next step in the evolution of its system. "Sega's future is all about delivering content," said Bellfield, which is one of the reasons the company is looking to develop for hand-held platforms (see related story, next page). To enable the company to deliver its games on a whole array of systems, the Dreamcast itself will soon acquire an inexpensive multiplatform architecture.

What does this mean? Three things. First, the Dreamcast architecture will be integrated into a one- or two-chip piece of technology, which can then be licensed and slotted into any number of consumer devices—like DVD players or even PCs.

Second, the company wants to take its current "free system" business model to the next level. Right now, you can get a rebate for the cost of the Dreamcast by subscribing to SegaNet for 18 months. In the future, says Bellfield, "You can think of it like a cable box or digital satellite dish. You'll pay to get the content, but you don't pay for the hardware." So Sega will be able to afford to give Dreamcast technology to anyone who wants it, thanks to saving a fortune by reducing the system to a couple of Frito-sized chips.

Third, and this may be the most exciting part, "The technology of Dreamcast is designed to scale easily," says Bellfield. Translation? Since the underlying Dreamcast technology—NEC graphics

THIS MONTH

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"Sega's future is all about delivering content."

Charles Bellfield

hardware, Hitatchi CPU, and RAM—*can* all be improved upon in future iterations, it *will* be. And does this mean that a Dreamcast 2 is in the offing? "No," he says. "That implies the old, console way of thinking, and we're simply moving beyond that." Developers will continue to use the same unique development environments, APIs, graphics libraries, etc, so there won't be the learning curve of a new system—they'll just be able to get more out of Dreamcast. And us gamers will suddenly be playing on a more powerful gaming system.

And will current Dreamcast owners we be able to play games written for upgraded, don't-call-it-DC2-hardware? Forward compatability (playing new games on old systems—as opposed to backwards compatability, or playing old games on new systems) isn't a reality yet, but it could be within the realm of possibility.

In short, the future for Dreamcast has never looked brighter. If Sega manages to proliferate Dreamcast technology into multiple devices, from DVD players to set-top boxes to who knows, we may see the Dreamcast become the first console to break out of the traditional mode and become its own multiarchitecture gaming platform. And that...well, that would be really cool.

PARTNER UP

So, just who will Sega partner with to bring the Dreamcast architecture to a wider audience? The company isn't talking, but we can at least tell you who it *isn't* partnering with—Sony, which has its own small game division with a combo gameplayer/DVD player out now; Panasonic, which has made a deal with Nintendo to include GameCube technology in its DVD players; and Toshiba, which is already in bed with Sony thanks to a deal regarding joint manufacture of PS2 chips. Which leaves Thompson/RCA, JVC and Samsung as the biggest brands who could conceivably decide to add gaming to their DVD player offerings.

Sega teams will develop for multiple platforms... Relax, it's not what you think

IT'S OFFICIAL. SEGA'S TOP DESIGN TEAMS ARE GETTING READY to develop for multiple platforms. But, before you go unplugging your Dreamcast and getting ready to put in the closet, consider this. The multiple platforms don't include *any* other videogame consoles—Dreamcast is central to Sega's content development. Instead, according to Sega, the company is looking to deploy its intellectual property (lawyer talk for its great characters like Sonic, etc.) on handheld platforms.

In other words, Sega games could appear on handheld gaming systems (no one mentioned Game Boy or Game Boy Advance, but frankly, they didn't have to), mobile phones (the company already has a deal with Motorola to deploy games on some of its new phones), and palm-top devices that are now powerful enough to play emulated or native version of Sega's 16bit hits like *Sonic 2* or *Shinobi*.

Alexander: The Road to Percia

FANS OF STRATEGY ON DREAMCAST SHOULD REJOICE: A PROMISING NEW strat game is heading to DC in Japan...and here's hoping it makes it over! As young Alexander, you'll be expanding your empire towards Persia—and it features several twists on the standard strategy theme. First, deploying the right troops with the right general for each given battlefield situation is crucial to victory. Second, the game features tons of animation and story, and it's managed to create an incredibly cast of characters. You can only control Alexander—other characters are controlled only by their own individual AI—but you can move the camera around during the realtime battles to keep abreast of the situation across the entire battlefield.

Will we be calling this game Alexander be Great? Almost definitely. And will it conquer America? Who knows? Check back for more soon.

So what does this anime girl have to do with *Alexander*? The game's being developed in Japan, so of course, it's been given a Japan-ese look by the developer.

Dream Studio's text-based interface would be a nightmare to localize for US release.

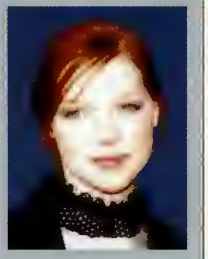
Japanese Envy

Creating a new world from the ground up is easy with Dream Studio. As long as you live in Japan.

QUESTION: What's Japanese, cooler than anything, and not—repeat not—scheduled for US release anytime soon? *Dream Studio*, Sega's new 3D adventure/RPG maker. The system lets you design characters, create 3D environments, and develop time- and event-based scenarios so you can take a swipe a making the next *Grandia*. Once you're done, you can save your scenarios to VMU or upload them for others to play. So when's this awesome RPG-making tool coming to the US? Not any time soon, unfortunately. Because the system is so text-based, localizing it for US release would be a major undertaking. We're still hopeful, though, that this game genesis tool will ship in the States sometime in the next year. Maybe. We hope.

SEPARATED AT BIRTH

Resident Evil's Claire



That '70s Show's Donna

Chris' private (now public) and unwholesome obsession with the admittedly gorgeous star of That '70s Show spurred this month's choice for Separated at Birth. We couldn't help but notice how much Donna looks like Resident Evil's resident babe, Claire Redfield. Here're a few points of similarity:
(a) They both have red hair.
(b) They both wear chokers.
(c) They are both dismayingly sexy.
(d) They both kill (or drink) zombies.
(e) They both really like Chris (or at least, they do in Chris's fantasyland—we think).
(f) Their luscious lips—shaped EXACTLY the same way!—just beg to be kissed.

DREAM ON

GAMES WE WISH WERE ON DC

COLUMNS SEGA 1993

Okay, Sega, this should be a no-brainer! The original *Columns* is acknowledged to be so good, it's going to be one of the charter titles on the new Smash Pack—but what we want now is a complete update for Dreamcast. An update complete with...dare we say it...INTERNET MULTIPLAYER. If it ain't online, it ain't our bag. Booyah. Note to Sega: Make this happen.

TOP 10

BEST SELLING TITLES, NOV. 2000 — NPD

1	SEGA SPORTS NBA 2K1	SEGA
2	SHENMUE	SEGA
3	SEGA SPORTS NFL 2K1	SEGA
4	CRAZY TAXI	SEGA
5	TONY HAWK'S PRO SKATER 2	ACTIVISION
6	JET GRIND RADIO	SEGA
7	READY TO RUMBLE: ROUND 2	MIDWAY
8	QUAKE III ARENA	SEGA
9	SONIC ADVENTURE	SEGA
10	SEGA SPORTS NFL 2K	SEGA

HOT LIST

WE DIDN'T START THE FIRE ...

We want it badly:
1. Guilty Gear X
2. Sonic Adventure
3. Shenmue 2
4. Outtrigger
5. PSO

We all hope & pray for:
1. NiGHTS 2
2. Soul Calibur 2
3. Panzer Dragoon Saga 2
4. Streets of Rage 4
5. Herzog Zwei 2

You want it badly:
1. Shenmue 2
2. Dragonball Z
3. Dragonball Z
4. Dragonball Z
5. Dragonball Z

You're dying to play with:
1. DVD player
2. Zip drive
3. MP3 "solution"
4. Broadband adapter
5. Evan

Gaga for *Segagaga*?

Weirdest. Idea. Ever.

In a bizarre case of art imitating life, Sega Hitmaker (best known for *Virtua Tennis*), is planning to release a management sim for Dreamcast. In this game, titled (we kid you not) *Segagaga*, you'll play the head of Sega as the company attempts to take over the gaming business. Sold online only in Japan, don't expect to see it over here—although if it does make the journey, we expect Peter Moore to do the strategy guide.

www.DailyRadar.com

A timeless legend. An epic adventure.

Record Of Lodoss War

Dreamcast™

"Record Of Lodoss War... will definitely satisfy Dreamcast owning Diablo fans"

-www.gamespot.com

"Record Of Lodoss War... looks and sounds brilliant on the Dreamcast"

- www.igndc.com

Experience the world of Record of Lodoss War up close and personal in an epic 3D action/RPG only for Sega Dreamcast. Take control of a mysterious warrior from the past, resurrected to save the future, on a colossal quest filled with pulse pounding action and high adventure. Join forces with popular characters from the Lodoss universe and combat hundreds of vicious enemies with dozens of spectacular spells and customizable weapons.

MATURE M ESRB

Animated Blood
Animated Violence

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Calling All Dreamcasts

DreamCall uses the *Seaman* microphone to make phone calls over the Internet. A separately packaged mike is in the works.

DreamCall: Use the Internet to screw the phone company

With Sega's new DreamCall software and a DC microphone, you can make long distance calls to other Dreamcasters for free. The software is built into the new Browser 2.6—which just happens to be included on this month's demo disc.

NOBODY LIKES THE PHONE COMPANIES. We don't, at any rate. Which is why we're hella excited about DreamCall, a new feature of Browser 2.6 (which comes, by the way, on the GD-ROM included with this issue).

DreamCall enables you to use your Dreamcast's Internet connection in combination with the Dreamcast microphone (currently available with *Seaman*, soon to be available separately) to make free Dreamcast-to-Dreamcast calls anywhere in the world. Got a little friend in Pakistan? Call her for free.

DreamCall also lets you make calls to the outside world (that is, regular people on regular phones) using your Dreamcast. Unfortunately, these conversations will cost you a steep 5¢ a minute—but then, there's no long distance fee, so you still might be saving money.

How's the quality? Not too bad, although there's a slight delay and a tiny bit of distortion. We'd rate the quality much higher than, say, Houston-to-space shuttle communications, but lower than that of regular phone or digital cellular. It's more like analog cellular quality.

Of course, you'll probably have to email your partner to set up a time to call, since your Dreamcast needs to be on, online and running the browser to receive calls—unless your game is programmed to monitor for DreamCall activity, which none are—but what the technology lacks in spontaneity, it more than makes up for in free-ness.

And predictably, the DreamCall technology will be showing up in games soon. *Alien Front Online* (see Coming Soon, pg. 56) will be the first title to use it.

What's Your Type?

From horoscopes to horrorscopes

Why do so many games tell you the blood types of the characters? It's a Japanese thing; in Japan, people look at blood types the way we look at horoscopes here in the US. According to the Japanese system, your blood type determines your personality.

Here's a handy index to help you understand how blood types are used in games.

Type A
Pluses: Honest, trustworthy, hard-working, loyal, law-abiding
Minuses: Finicky, hard to please, sneaky, unstable when drunk

Type B
Pluses: Adventurous, passionate, friendly, independent
Minuses: Lazy, indiscreet, unpredictable, bossy

Type AB
Pluses: Sensitive, powerful, friendly, well organized
Minuses: Too proud, a playboy, vain, hard to get to know

Type O
Pluses: Strong, athletic, sexy, forthright, very ambitious
Minuses: Insecure, too idealistic, big mouth, jealous

(The most common type in Japan is A. In the US, it's O.)

Nice Package!

My god, it's full of Genesis games...

Starting in January, Sega's going to deliver something that console buyers haven't seen since the 16-bit days: a pack-in game. Well, twelve of them, actually. Sorta.

Here's the deal. Starting in January, there will be a new Dreamcast retail package available, the **Smash Pack Bundle.** Although all of the details aren't fully fleshed out, it looks like it will cost $169—and it's going to come with one of the most awesome pack-ins ever.

On the Smash Pack disc will be **SegaSwirl, Browser 2.6** (also found on this disc, FYI), **Virtua Cop 2** (with light gun support!), and—get this—*ten* emulated Sega Genesis classics! Sega has been offering pay-to-play emulated Genesis games via its online network in Japan, but these will be complete games on the disc. No word on whether

GOLDEN AXE SHINOBI PHANTASY STAR 2

or not we'll be able to get our greedy little hands on the technology so we can slide you a couple of free Genesis games with each issue, but we're working on it.

The games included will be **Sonic the Hedgehog, Altered Beast, Streets of Rage 2, Golden Axe, Vector Man, Revenge of Shinobi, Columns, Phantasy Star II, Shining Force,** and **Wrestle War.** Holy crap! That's a lotta good Genesis games.

Although Sega is being coy about plans for releasing the Smash Pack as a stand-alone disc, we'll eat our spats if the disc, or something very similar, doesn't come along soon after the Smash Pack Bundle is released.

Know Fear...
Dreamcast
DINO CRISIS
CAPCOM
Dreamcast
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Shenmue: Woo-hoo!

Ryo and friends make their official US debut with a huge party—ODCM crashes it

TO MARK *SHENMUE*'S OFFICIAL release, Sega went straight to the top: Shanghai 1930, San Francisco's swankiest and most exclusive Chinese eatery. Fittingly, this restaurant was also the site where Sega first revealed the existence of *Shenmue*, way back in 1998.

The international videogame digerati turned out in force for the event, where they were wined, dined and entertained by live jazz and a troupe of traditional Japanese taiko drummers (who were actually playing outside and weren't technically part of the event—but cool nonetheless), and more Sega staffers, local celebs, and game journos resplendent in logo-ed T's and nappy jeans than you could shake a stick at.

The highlight of the evening was when *Shenmue* creator/god Yu Suzuki himself picked up the mike and gave a speech, about '*mue*'s development and his expectations for the game in the US market. (In brief: He hopes we like it.)

Sega President Peter Moore spoke to the crowd too, about the incredible success of Dreamcast so far and his high hopes for a brilliant future.

With games like *Shenmue* in hand, trust us: the only worry that Sega should have is making sure it has enough inventory in stock to keep up with the demand!

The highlight of the evening was when creator/god Yu Suzuki himself took the mike

1 Head of Corporate Communications Charles Bellfield looks tough **2** This bassist bears a surprising resemblence to *Shenmue*'s Chai, does he not? **3** Sega boss Peter Moore, clearly happy about *Shenmue* **4** Partygoers take time out to sample the game **5** Now, *that's* a serious Sega fan!

Will You Survive the Horror...

Dreamcast

RESIDENT EVIL 2

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ARCADE ACTION

Quarter Pounders

... and no cheese at Sega's private arcade show

SEGA SHOWED OFF ITS LATEST goodies at a recent private arcade show in Tokyo, and we (or at least our correspondents) were there. Most impressive game? Probably *Air Trix*, Sega's next-generation arcade skater. Using a hardware setup like *Top Skater*, it adds serious vert skills and a lot more tricks for an incredible punch. Coming home? Maybe. Maybe.

Definitely coming home? The rad-looking *Samba De Amigo 2000*. It sports our favorite 2D/3D monkey along with tons and tons of new songs, which feature a Caribbean flavor this time. So far, there's no word on US songs this time around, but we're hoping against hope that "Who Let the Dogs Out" will *not* be among them.

Bottom line? Sega's still got it, and it looks like it may come home...

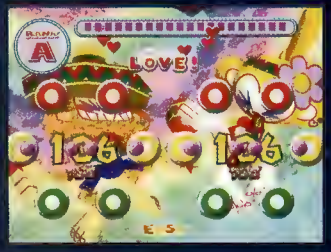
Okay, so first check out the graphics, and then bow before the might of Sega's arcade game designers. *Air Trix* looks like it is going to totally change the world. The only question: will its deluxe hardware control scheme (an actual skateboard) allow the play to translate to the home, or will this be an arcade experience only? Time will tell.

Hockey on Dreamcast?

Believe it, baby. Maybe...

It's not on Dreamcast yet, but *Sports Jam* will be headed there soon if there's any justice in the world. Sega's latest arcade classic features arcade takes on eight different sports (including hockey, soccer, golf, football, basketball, biking, basketball and tennis) on over twelve stages. The game uses a simple two-button control scheme, and is designed to test your accuracy at every sport. A two-player mode is included (of course), and since the game comes on a GD-ROM—even in the arcade—we're hoping it will be an easy port to Dreamcast. We'll have more on this promising arcade romp as soon as we can pry more info out of Sega.

Samba 2000 features much more difficult action, including all sorts of new moves and poses guaranteed to embarrass you to death in the arcade, at home, or even all by yourself, just thinking about them. In short, the world's best party game is about to go totally off the hook.



What Grand(ia) Voice Acting!

ODCM gets the skinny on good vocals

One of the best things about* Grandia II *is the fantastic *voice acting. How'd UbiSoft do it, when the standard of voice-overs rarely has risen much beyond the laughable "Jill, you are the master of unlocking," school set by Capcom in the original* Resident Evil*? Hiring a professional director helps.* ***ODCM*** *took the old Corporate Jet (well, technically, it was United's corporate jet) to LA to get the goods from* Grandia II*'s voice director, Kris Zimmerman—who's probably best known for her work on* Metal Gear Solid.

ODCM: What's the main role of a voice director?
Kris Zimmerman: I get performances out of the actors once they're hired. And I help cast and choose actors for the game. With that comes what some people would call producing: coordinating, setting-up, budgets, etc. But I don't call myself a voice producer by trade, I prefer to refer to my work as voice direction.

You've worked in a lot of fields: which do you perfer? Cartoons? Games? TV? Why?
It's all very similar, actually. My skill is the same regardless of the project. Games tend to get done quicker as they're more concise. This allows us to focus on what we're doing and to become completely absorbed in the story while we're working on the project. Cartoons tend to be strung out over months. For *Grandia II*, we did eight sessions, which would have taken eight to sixteen weeks in cartoon-land. Games are more intense...in a good way.

What were some of your impressions of videogames when you first began doing work on them, versus how you view videogames now?
Games are so much better now. Story content has gotten much better. It is *much* more story-oriented now. There aren't as many arbitrary choices. It used to be you had to say something fifteen times depending on what the player did in the game. Now you still have as many avenues through the games, but the ways you can get through them are much more interesting, and not as repetitive. [Games are] much more complex now. The largest game I've ever done was *Metal Gear Solid*. When I got the script, I thought it was one giant pile to hand out to all the actors. But then I realized that the 900+ pages before me was just *my* copy. With *Grandia II*, the path through it is so interesting. I really liked the story. What's funny is that I have a 12-year-old son and he couldn't care less about the cartoons I've done. The *minute* his friends realized I worked on these games, I became his hero.

What videogame voice-over direction have you previously been involved in?
Metal Gear Solid, Star Trek Voyager: Elite Force, Deep Space 9: The Fallen, Tenchu 2, Alundra, The Sydney Olympics, Revenant, Heretic II and *Zork: Grand Inquisitor.*

The RPG fanbase is one of the pickiest subsets of video game fandom. Have you found this worrisome? Did it affect decisions you made about *Grandia II*?
No. I know that I'm giving them the best people available for the role. At that point, the story and the timeframe for recording was adequate, so we were going to get a good game. And we had that with *Grandia II*.

RPG localizations suffer from time and budget constraints. Have you run into any problems?
Sound localization is an *expensive* thing. The studio is very expensive. The actors are expensive. And the actors only work a set number of hours per payment. Without knowing the client [UbiSoft] going in, you never know how much they participate or how clear they're going to be once we start. The difficult thing is trying to figure out how to budget the actor's time. They had an aggressive schedule, but we met it. They had the editors working immediately on the raw data. It was a massive team effort.

What's your opinion on voice acting in videogames?
It's gotten so much better. I know that when my son started playing games, I was appalled at how bad it was. It was like they were casting family members to do roles. I think companies like Ubi Soft are starting to listen to the fans and beginning to investigate how to do it right. And not only to investigate, but to succeed.

It's In Your Blood...
Dreamcast
RESIDENT EVIL 3 NEMESIS
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Dreamcast.
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MATURE
Animated Blood and Gore
Animated Violence
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FORBIDDE
GAMES of

ODCM UNCOVERS THE SHOCKING TRUTH: YOU

N JAPAN

Warning: There are certain games us Western gamers were never meant to see. Games so Japanese that they violate all import requirements for cuteness and weirdness. Games based on concepts so foreign to traditional US gamers' tastes that for even suggesting that a company publish one over here, your average product acquisition guy would probably be given three months sick leave (or be quietly asked to clean out his desk). ¶ But Japanese gamers aren't insane. They just enjoy some genres that you probably never even knew existed. But what do you expect from a country where people play golf on top of skyscrapers, go angling in glorified swimming pools, and where the number one best-selling Dreamcast title—ever—is *Seaman:* a game in which you interact with a moody fish who's even better than your therapist at telling you why you suck. ¶ Over the next four pages, we'll take you through the best examples of a whole new gaming world...which you'll probably never see anywhere else. Will any of these games ever come to the US? Probably not. Should they? A tough call. We don't like being denied any choices, and if Infogrames will bring out *Pen Pen*, surely someone would be willing to release *Tokyo Bus Guide*. Anyway, without further ado, get ready to take a look at exactly what you've been missing...

AREN'T SUPPOSED TO PLAY THESE DREAMCAST TITLES!

CASE STUDY #1

DATING

Simply-animated dating interaction games have been popular in Japan since the days of the SNES console. They mostly revolve around a male hero (i.e., you) trying to win the affections of a certain girl, or, if you're lucky, a series of girls.

The courting procedure is usually undertaken by selecting options from various menus and watching the results play through onscreen. For example, in *Memories Off*, there's a point where you spot your 'love interest' a few cars away on the train. You're provided with two options: should you shout at her, or go and sit next to her? Of course, you don't need us to tell you that the latter would be the more charming manuever. It doesn't sound very thrilling, does it? But in a reserved and conservative society, this sort of game provides light-hearted 'practice' in charming the opposite sex for adolescent would-be romancers. Plus, they're usually very funny, working like interactive versions of more light-hearted anime.

MEMORIES OFF Lots of girls wearing sailor suits. What more can you say, really?

TOKIMEMI MEMORIAL

Tokimemi Memorial takes a slightly different approach to the dating genre, but it still manages to capture the same appealing elements. After getting into the exclusive Kirameki High School, you meet a friend from your childhood named Fujisaki Shiori. She is in the same class as you are, and during your three years at the school, you strive to impress her—and ultimately, to win her love. To do this, you must excel in academic areas and in sporting prowess...which means that you'll have to go a lot further than simply flirting a bit and making an awkward pass at the school dance.

White Illumination Date girls in the upper-crust sections of Japanese cities...if that sort of thing is your bag.

Photo Memories Yet another inscrutable title hides yet another standard date 'em up.

In a reserved and conservative society, this sort of game provides light-hearted 'practice' in charming the opposite sex for adolescent would-be romancers.

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TOKYO BUS GUIDE

As a bus driver in—you guessed it—Tokyo, it's your goal in life to be the best damn bus driver ever to grace the streets of Japan. To achieve this title, you'll have to be pointlessly rude to customers and occasionally hit the pavement, sending old women collapsing into the aisles... no, that would *San Francisco* Bus Guide. Instead, you must drive under the speed limit, indicate before turning, and be polite. The result is amazingly addictive and very underrated in terms of complexity and interaction. Japanese gamers were so thrilled with the game that Sega has actually taken up the cause, and is in the process of converting *Tokyo Bus Guide* into a full-fledged arcade title replete with driver's seat.

CASE STUDY #2

WORK

Japan is a nation seemingly obsessed with work. Well, that's not exactly true—they just do a lot of it. All the time. Absenteeism is unheard of, overtime is mandatory (office employees sometimes sleep at their desks after working until 4am), and people have even been known to work themselves to death.

Maybe that's why games that simulate employment are so immensely popular there. And we don't mean loony knock-offs like *Crazy Taxi*; we mean accurate simulations. The smash hit arcade and console title *Densha De Go!* for example, enables players to drive a commuter train around Japan. Even *Shenmue* provides a little work-related fun, enabling you to stack crates in a warehouse.

Although they sound ridiculous, these work sims are surprisingly therapeutic, enabling you to indulge in careers you'd never usually dream of. Just don't expect to be paid for playing.

Let's Make a Soccer Team

All budding chairmen can hone their skills in the J-League. You'll be responsible for staffing your office by choosing everything from a secretary to the color of your team's jerseys in order to build the perfect group of soccer players and take the cup.

Winning Post

Spend a day at the races in true Marx Brothers fashion. Train your own Derby horse and prep it for some serious racing action. You'll win money and kudos if you manage to get the formula right.

Densha De Go! 2

Chugging over Japan in trains has never been so much fun. The original in the arcade was so successful that the *Densha* series has spread to piloting planes.

LET'S MAKE A PRO BASEBALL TEAM

Let's Make a Pro Baseball Team goes pretty far into the nether regions of an often mysterious world. You're able to hire and fire everyone from secretaries to players to executives; you're also in charge of overseeing the team, tending to the club's finances, choosing the equipment—you can even get involved in stadium acquisition and development. Everything, basically. But to keep it out of the PC-dullard stat-based realm, Sega decided that a 'massive-head' mode was essential for the players, as were over the top bright and cute graphics.

DANCE DANCE REVOLUTION

This home version of the arcade favorite (which East-born experts use merely to practise on for their proper arcade showdowns) comes with its own dancing controller—a floor mat with four arrows on it.

Gameplay is simple; just choose a tune, and then, as arrow symbols appear onscreen, step on the corresponding arrows on the mat to make your onscreen character dance like a bubblegum-pop vixen. The more precise you are with your groove, the more points you get. As a bonus, you'll shed a few pounds.

Puyo Puyo Da!

Dance with the Puyo Puyo crew! In this Bust-A-Groove for the puzzle fan set, you'll use classic combos to bury your light-footed opponents.

Sonic Team PowerPlay

It's not really a game, it's Sonic Team's best audio achievements. Yes, you heard right. It's more of a soundtrack than a real game, which roughly translates into "you're lucky if the import store even carries this."

Real Sound 2

A game with no visuals soothes your soul; it's an especially great game if you happen to be blind. We hear.

CASE STUDY #4

MUSIC

Since Konami's DJ-ing sim *BeatMania* hit Japanese arcades, rhythm-action games have exploded in popularity—and the craze shows no sign of abating. The genre is probably popular for the same reason karaoke is so huge in Japan...it gives usually-restrained office workers the chance to show off in front of their friends in a semi-controlled environment. (It's also, we can attest after having spent some time in dancing arcades in Shinjuku, a great way to break the ice with the ladies.) Of all the crazy Japanese genres we've covered so far, this is probably the most accessible to US gamers, with titles like *PaRappa the Rappa* and *Dance Dance* doing reasonably well on PlayStation, and *Samba De Amigo* drawing a good amount of attention on DC. In this section, you'll find examples of several more musical oddities which might just tickle your aural fancy. Will they ever come to the US? Well, never underestimate music to bring gaming nations together.

Super Producers

In this music/work hybrid that enables you to manage a J-Pop star, you'll be able to audition potential singing starlets from a group—and then managing her whole career is up to you from there on out. Will she be a hyper hip-hop cutie or a tradtional pop superstar? You choose her music, her look and her video work. Do it right and you'll land on the music charts.

POP'N MUSIC

***Pop'n Music* is as simple as your average pop star, but more fraught with tension than** the **ODCM** office at deadline (and that's pretty damn tense). All that is required is that you tap the appropriate button at the same time that it's indicated on the screen.

Fronted by super-furry animals, *Pop'n Music* is a top package, especially with the optional controller, which is a trapezium-shaped block full of buttons. The frenetic button pushing may wear a little thin, but its fast-paced fun is unbeatable. As with *Dance Dance Revolution*, this is a party game by definition, and a splendid one at that. It's just too J-Pop-oriented and downright strange to ever see a release in the West, though, which is unfortunate.

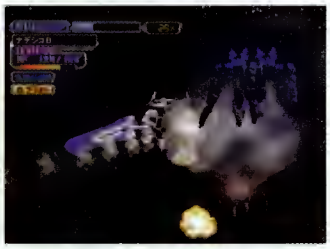
CASE STUDY #4

MANGA

It would take a whole book to explain the possible origins of manga and the many definitions you could put to the term. However the modern use of 'manga' as a catch-all name for Japanese comics has been around since the 1960s, when legendary artist Osamu Tezuka created *Astro Boy*—the story of a cute android crime fighter and his mad professor inventor.

Since then, manga and its animated equivalent, anime, have grown into national obsessions—with books, animated series' and animated films aimed at everyone from schoolboys to housewives. Shoji Kawamuri's popular *Macross* was one of the first major manga titles to become a game, released on Nintendo's Famicom (known as the NES in the US) in the 1980s. From then on, many generations have seen manga and anime franchises achieve international success.

Dreamcast examples include *Gundam*, *Kikaioh* (*Tech Romancer* in the US), *Bangaioh*, *Record of Lodoss War* and *Sakura Taisen*. Most include lengthy anime cutscenes, which is cool if you enjoy Japanese animation.



Nadesico the Mission

An attractive outer-space strategy game based on the popular anime, for people who consider themselves to be savvy armchair generals of some sort or another.

Aa! Megamisama Quiz

Quiz-tastic arcade-to-DC port featuring the lovely leading ladies of the cult favorite anime and manga series *Aa! Megamisama* (*Ah! My Goddess* in the US).

The game is a mixture of CG and animated events influenced by how you answers various series of questions asked by Belldandy and Co. The big draw for fans will be the inclusion of all-new characters not found in either the anime or the manga. This is definitely an otaku-only sort of event.

Langrisser Millennium

Though technically not spawned from a manga or anime, the *Langrisser* series is beloved amongst the audience for both mediums mainly due to the series' strong storyline and character designs by renowned manga artist Satoshi Urushihara (*Chiralty*, etc.)...with the exception of *Millennium*.

All five installations in the series have been strategy RPGs with a concentration on massive battles similar to the *Shining Force* series, but with even more depth and skill required.

Manga and anime are national obsessions: with books, animated series and films aimed at everyone from schoolboys to housewives.

SAKURA TAISEN

The *Sakura* series is one of the most precious and well-respected brands Sega has in Japan, and *Sakura Taisen 1 & 2* are the remakes of Saturn classics. In typical manga style, you join a secret organisation fighting against All Evil (hmmm, quite an ambitious remit). There are tactical battles aplenty, but these are some of the oddest you'll ever fight.

You command the Hanagumi Clan of female warriors in mech suits, and the way in which you interact with them determines the success of your campaign. Points are given for saying the right things at the right time—i.e., encouraging them during battle instead of hitting on them. The manga theme is handled by Fujishima Kosuke, who has also worked on the excellent *Ah! My Goddess* manga series. It may prove impenetrable to most Westerners, though.

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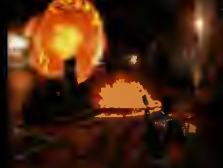

Fight hand-to-hand or with 9 different weapons, including trip wires, repeater guns and sniper rifles.

Activate stealth mode to sneak by your enemies or go turbo for superhuman strength and speed.

Battle through 28 intense missions in 7 mind-blowing environments.

All screen shots are from the Sega Dreamcast game console.

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The terrorist group DREAD has stolen a deadly biological weapon and is planning to lay waste to the planet. But there's one major obstacle: super Agent Max Steel. Infused with nano-technology and armed with an arsenal of weapons, he's got superhuman strength, blazing speed and the power to go stealth. In other words, he's the one to call when the other agents don't want to get their tuxedos dirty.

PRODUCTS RANGE FROM EVERYONE TO TEEN
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FROM GEEK TO CHIC

Jet Grind Radio's lovely graf punk hits the target: geeks dig chicks *and* games.

ODCM investigates how videogames courted the underground, hijacked the mainstream and never looked back.

Dark bedrooms. Sweaty control pads. Unwashed sweatpants. We could go on and on about videogaming's sordid past, but it's a story that already been well-documented (and—erm—Chris would rather not reprise his misspent youth). These days our favorite pastime suffers no such hang-ups, having undergone a gargantuan transformation from nerdy, reclusive hobby into billion-dollar, Hollywood-dwarfing entertainment behemoth.

How did it all happen? Was it back in 1992 when a million copies of Sonic hit stores nationwide on 'Sonic Tuesday'? Or was it when the British too-hip-to-see-over-its-own-pelvis lifestyle/culture mag *The Face* slapped Lara Croft on its cover? It's almost hard to believe today, when PlayStation2 shortages make the national news and Dreamcast is *Time Magazine*'s Product of the Year, how recently the game industry was treated like the forgotten stepchild of entertainment media.

But what price do we pay for acceptance? Is the culture we grew up with selling out? Are games that've been designed for the mainstream—rather than geeks—even worth playing? Well, the answers are a bit more complicated than the questions. Fact: Videogames are no longer the exclusive province of those of us with Palm Pilots on our belts and Mountain Dew on our sweatpants. Fact: Far from merely borrowing from pop culture, games are now starting to dictate it. And which company is leading the way? Fact: Sega. This company's Japanese developers seem to have more style in their VMU games than some other consoles have in their entire libraries. So join us as we attempt to nail the major trends at work that have dragged videogaming from the bedroom-dwelling squalor, so well-documented in '80s and '90s media, into the sophisticated splendour of 21st century Dreamcast living. »

Once upon a time, this screen was state-of-the-art: and it quickly became art-of-the-state of videogames, too. Who didn't love Sonic?

SUPER SONIC

It all started with a little blue hedgehog. Sonic was such a revolutionary character that it's actually quite difficult, ten years after his debut, to understand just how much impact this squat, spiky guy had on the whole industry from the moment he spindashed onto the screen. Before Sonic, the only real, recognizable videogame character around was Mario. And Mario, though we love him dearly, was (and is) about as far from hip as—well—Mario. Mario is safe. Mario teaches typing. Mario has spent his entire career trying to rescue a princess.

Sonic, on the other hand, had a 'tude. At a time in history when game characters were typically nothing more than tiny spaceships, Sonic was a pissed-off little ruffian with a bone to pick. And while, after a decade, this whole 'attitude' bit has become more than a bit trite (read: Poochie et al.), the first time Sonic tapped his foot and glared down his nose at you when you were playing, or teetered dangerously at the edge of a platform, the world of games—and everything that they could become—was fundamentally changed. Sonic may have been the first game character that the average guy wouldn't have been embarassed to introduce to his girlfriend.

Combined with an innovative ad campaign—you know, the one with the original Sega Scream—portraying games (for the first time) as things that weren't toys, the antics of Sonic the Hedgehog gave gaming its first taste of mainstream cool.

Of course, the millions of copycat characters and ad campaigns—not to mention Sega's ill-advised attempts to make Sonic a family-friendly character—kept things from hitting a critical mass, but the seed was sown.

Sonic the Hedgehog...the face that launched an empire, as well as a whole new epoch in the history of videogames. Without him, we literally wouldn't be here.

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MAKE AN ASS OF YOURSELF

Cool is one thing, but mainstream success is another. In the late '90s, when Japanese coin-op companies realized their profits were tumbling because of fierce competition from home consoles, drastic measures were called for. Enter a wealth of titles that capitalized on the success of simple gameplay (Simon, essentially), backed by awesome style and graphics and aimed squarely at casual gamers.

Here's where we see that despite our fears, casual games really can be for everyone—including hardcore gamers. Although anyone can play them, there's something about funky disco games like *Bust a Groove*, DJ-mixing games like *Beatmania* and the king of dance 'em ups, *Dance Dance Revolution* that makes mixing with the hoi polloi kind of fun. Ever played *Guitar Freaks* or *Samba de Amigo*? These games forever put to rest the notion that gaming is a solitary experience. Witness the crowds in the average arcade around these games, and ponder the potential of social gaming as a concept in its own right.

In *Shenmue*, we may have found the world we want to live in: forever. All that's missing is a couple of Jedi.

Evan gets into the *Samba* spirit. Sega should be screaming.

REALITY BYTES

"But it looks like crap!" Such was the typical response when non-gamers were confronted by the efforts of coin-op companies in the late '80s to bring in more casual gamers via realistic, 3D polygons. *Hard Drivin'* might have been a bold attempt to create a more realistic racing experience (and in terms of handling it was), but 3D graphics technology was so primitive back then, next to *Out Run* it looked—well—like crap. Despite the major attention paid to games like *Pac-Man* and *Defender* when they were new, it took loads of imagination and an appetite for abstract representations to look at the early arcade games as anything more than just a fad.

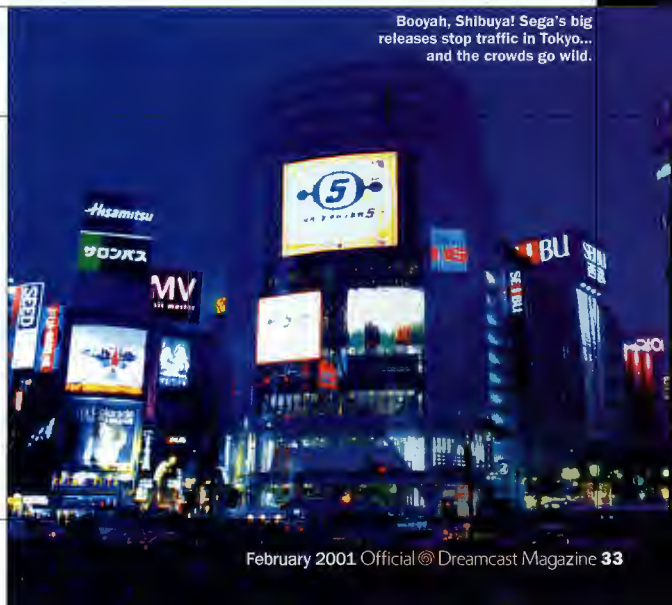
It wasn't really until *Daytona USA* and *Ridge Racer* introduced detailed texture-mapped polygon worlds into arcades that graphical realism became a major way of drawing in more non-gamers. Better graphics were a bridge to the real world—a conscious detachment from the trappings of fantasy and kiddie graphics and another reason not to feel embarrassed playing a game.

It's therefore little coincidence that as soon as videogame graphics (and sound) became sufficiently interesting to a mainstream audience, console gaming took off big-time with sports titles carrying the gauntlet well into casual gamesplaying territory (Incidentally, it doesn't take a genius to work out that the closer to real life graphics become, the bigger the potential audience. However, the irony then will be that no one will want to dwell in worlds that look like our own. Until then, we've got *Shenmue*.).

TICKET TO TOKYO

But licenses can only take you so far. The really cool stuff—the stuff that affects pop culture—is almost always original. And it seems as if virtually all of the coolest games come from Tokyo: from Shibuya in Tokyo, to be precise. Shibuya is the epicenter of the Japanese youth culture universe: this is where trends start, evolve and die. It's also the fashionable home of a select few Sega developers, where the teams are young and the laid-back working environment is in direct contrast to the stifling corporate blandness of the Sega of old. United Game Artists (formerly R&D department 9), creators of the retro-chic rhythm action of *Space Channel 5*, is typical of the new face of Tokyo game design, with offices tucked away down an interesting sidestreet not far from the famous Shibuya Square—where giant TV screens adorn the sides of skyscrapers and where *SC5* itself was debuted to the Tokyo public late last year. With just a pokey security-pad-operated elevator providing access to its development facilities, only the coming and going of its unmistakably hip staff gives a clue to what lies inside.

Camped out here, in the midst of all of the quirky sophistication and freshness that's intrinsic to this progressive, digital design culture, the designers of *Jet Grind Radio* et al can hardly help but create the coolest titles in the world.



Booyah, Shibuya! Sega's big releases stop traffic in Tokyo... and the crowds go wild.

Rave on! Over the last several years, the Chemical Brothers have stepped off of trendy dance floors and into the soundtracks of some of gaming's most popular titles.

BOMB THE BASS

Back in the 80s—despite the fact that computer games had the sonic sophistication of a hundred angry wasps trapped inside a tupperware container—computer musicians achieved cult status in the 8bit underground, crafting memorable tunes from a few lines of computer code. However, the party really didn't get started until *Wipeout*'s producers convinced big names from the techno scene such as Orbital, Leftfield and the Chemical Brothers to supply tracks for Psygnosis' 32-bit racer. By the time the sequel came along, the dance community was falling over itself to get its hands on the soundtrack.

Once CD-ROM-based consoles found their feet in the mid-'90s, gamers' expectations for full orchestral soundtracks and licensed music grew rapidly. *Road Rash, Fighters Megamix* and *Sonic R* were the 32bit precursors to DC titles that have boasted licensed music—like *Crazy Taxi, Jet Grind Radio* and *Ferrari 355*. And it isn't just electronic musicians who've gotten in on the act: *Tony Hawk's Pro Skater* has brought pop, punk and hip-hop bands into the act, including the likes of Rage Against the Machine, Public Enemy and the Dead Kennedys.

Music sets the mood for soaring in *Pro Skater*.

She's too sexy for almost everything...Ulala took videogames to the very forefront of modern culture, with up-to-the-minute, club-inspired moves and gear.

BY DESIGN

The Designers Republic needs little introduction for anyone who has followed the *Wipeout* series on PlayStation. Still one of the most inventive graphic design houses around, this small staff/big ideas graphic design outfit based in Sheffield, England provided Psygnosis' futuristic racer with a truly distinctive identity. Stylish, understated graphics transplanted directly from the leading edge of the underground electronic music scene brought major kudos to the title—making a great game nothing short of spectacular.

Turning what could have been an isolated occurence into a successful trend, *PaRappa the Rapper, SC5* and puzzle games like *Chu Chu Rocket* have used fashionable retro styling to communicate with a whole new set of style-conscious gameplayers.

LICENSED TO THRILL

Licensing doesn't stop at music, either. By far the easiest way to extend the appeal of videogames beyond dedicated gamers is to hand over a fat wedge of cash in return for a license to a proven intellectual property. But til the mid-'90s, if a game had a license, it was crap. So the end result is that licenses, which should have helped get tons of new blood into games—and reveal the inherent coolness of gaming to the world—actually had the exact opposite effect (Example: Casual gamer buys licensed game. Game sucks. Casual gamer assumes that all games suck and that gamers are hopeless losers.).

These days, videogame licensing is a far more serious business. For a start, movie companies are naturally not so interested in seeing their francises developed by losers: they go to the experts. So we have Sega entrusted to produce stunning *Star Wars* coin-ops such as the Naomi-powered *Episode 1 Racer*. And we have Italian car manufacturers working closely with designers to produce authentic simulations such as *Ferrari 355*.

Where licensing has really taken off, though, is in the area of licensed sports personalities and official sporting bodies for home console games, like *Tony Hawk's Pro Skater*. It's a pattern that follows in the footsteps of FIFA, NFLPA, and countless other brands that game companies have turned into lucrative franchises. One thing's for sure—we've come a long way from the days when licensed meant worthless.

You don't need a driver's license to play this game: but the game needed a license to drive it.

Toxic art: *Jet Grind Radio* is accused of 'legitimizing' grafitti. It sneaks it into the forum of modern art—and modern conflict.

X GAMES

Smilebit's *Jet Grind Radio* is the latest example of videogames not just aping pop culture with 'rad-hot' characters endowed with attitude (although there's still plenty of that to go around), but actually breaking new ground in terms of style. A stylish synthesis of hip Tokyo street culture, inline skating, graffiti warfare and free-roaming gameplay, *JGR* is to urban skate culture what *Wipeout* was to futuristic racing five years ago. Throw in a pirate radio soundtrack of hip-hop and mashed-up beats and you have the coolest game on the planet, period.

Producer Kawagoe Takayuki offered **ODCM** some insight into why the game ended up being so damn funky: "The team is very young, an average of 26 to 27 years old, which is unique inside Sega. We started with just three people, then added three more for a total of six. Everyone brought new concepts and a brand new vision of videogames, and we were told by Sega to do whatever we wanted to do. So we did." Game designers should take note that this sort of small, tightly-knit group gives the development team a personal investment in the game and, accordingly, endows the game with the sort of close personal attention it needs. By contrast, big commitees are fatal cul de sacs for innovation.

As in the media worlds of film and music, there's room for both small-time, underground games and those that effectively break through to a mass audience. For every *Clerks* there is a *Toe Jam and Earl*, for every *Matrix* there is a *Jet Grind Radio*. For every Crimpshrine there is an *MDK2*, and for every Rage Against the Machine there is a *Tony Hawk's Pro Skater*. As long as the hardcore audience exists, top developers will cater to them—producing beautiful, deep and original games.

The truth is that videogames are still in their formative stages. Nothing can replace talent, and gaming's future depends almost entirely upon a continual influx of new minds and original thinkers into the development community. Stories need to be told, interactions need to be streamlined and paradigms need to be exploded. The future of videogames is very much in your hands, fellow gamers: For if anyone can understand what still needs to be done, it is you: the readers of **ODCM**. Make your mark.

TWINKLE, TWINKLE,

www.DailyRadar.com

LITTLE STAR

COVER STORY:
PHANTASY STAR ONLINE FIRST LOOK

TEXT: **FRANCESCA REYES**

SEGA'S FLAGSHIP RPG SERIES CRUISES INTO THE NEW AGE OF GAMING: ONLINE

At the dawn of 2001, console gaming takes the next step in its evolutionary process, with the debut of *Phantasy Star Online*: the first US console RPG to go global over the Net. It isn't the Massively Multiplayer RPG that some DC owners were hoping for, but backed by servers that can support up to a thousand simultaneous users, *PSO* is definitely a step in the right direction.

After a year of hoarding tiny kernels of info, **ODCM** has finally been invited to partake of the whole feast: and man, is it a tasty one.

Some might call the pairing of *Phantasy Star* and Sonic Team an odd choice, but if you're up on your history of the series it's easy to see the connection. Yuji Naka and some of the various members of Sonic Team have been with *PS* since the beginning, with Naka claiming lead programming credits on both *Phantasy Star I* and *II* (interestingly, hardcore gamers have always held that the original title is the best in the series on the basis of its groundbreaking size, scope and gameplay—not to mention its ingenious storyline). Precedents initially set by Sonic Team have been carried through the run of the series, on both the Sega Master System and Genesis. So really, the Team was the logical choice for captaining *Phantasy Star*'s next big trip into innovation—online.

An early version of *PSO* has finally hit the **ODCM** offices—not yet in reviewable shape, but good enough to go the distance. So grab a bag of holding...we're going in. >>

Phantasy Star Online illustration: Sonic Team

Has Sonic ever beat his creator at a game of *PSO*? Naka's smart, but Sonic's so dang fast....

When you start a new game, it's up to you to choose which of the nine different variable characters you'll use for the duration of your journey in *PSO*.

The information hub is where you'll gather all the know-how you'll need in order to move ahead on your adventure. Oh, and the guys there wear some spiffy duds.

ODCM's crack Japanese correspondent Christophe Kagotani managed to catch up with Sonic Team CEO Yuji Naka, when he could take time out from race car driving (we hear Naka recently traded in his Sonic-blue Porsche for a super swank Lotus Elize, which he races at the track while the bigwigs at Sega Japan cross their fingers nervously and hope he finds a safer hobby soon: maybe they should just remind him of what happened to Mark Hamill when he started racing between *Star Wars* and *The Empire Strikes Back*). Naka gave Christophe the scoop: check it out.

Q What were you trying to achieve with this game? Did you achieve it?
A It should have been released in March 2000, but I wanted to add a few features that I thought were important. As the volume increased, the team needed more time. This isn't a standard RPG, where you have to avoid boring players with a game world that's too large. *PSO* is about online communication. I wanted this to be the heart of the project, and it took time. I think we achieved what we set out to do.

Q *PSO* is the first RPG to break "language barriers". Will you break the "console barrier" in the near future?
A It's difficult to predict whether the translator can be ported to any other systems. *PSO* in its actual shape would never run on any other hardware, even on the PC! We are playing constantly with the V Sync [chip]...so it may *never* work on PCs. And if you're talking about the newest consoles, like Sony's [PS2], it will never run: no chance. Maybe on an Xbox or Game Cube. Maybe.

Considering how hard it has been to break the language barrier, only one platform could do it: Dreamcast. Breaking through the hardware wall may represent a marketing advantage, but I don't see any merit in that. When you develop a game for different platforms, you must base your work around the system that is the weakest or least evolved. So if you wanted to make the game run on both Dreamcast and the PS2, you could never get the same result for either.The project would then become a very cheap-looking game. >>

"Once you've taken the job and in for a few nasty surprises—

Building a Better Android

One of the most clever features in *Phantasy Star Online* is the option for players to create their own characters through an Edit mode. While you're not able to build one from scratch, you can choose between nine available characters representing three distinct categories: Hunter, Ranger and Force.

Hymar, Hucast and Hanyueru are the Hunters, experts in the art of close combat and swordplay. Raycast, Raymar and Raykashiru are the Rangers, using many weapons proficiently but specializing in long-range attacks. Finally, Formaru, Fonyueru and Fonyume are the Force characters, masters of spell-casting and other wispy-wafty activities. Physically, they're the weakest, but they can perform long-range attacks with a variety of spells (of course, we should note that all of these names may change for the US version).

And don't forget that in addition to these three different classes, you must also figure in *PSO*'s three different character races: Human, Newman and Android (some characters incorporate hybrid features). From that point, you're then able to customize all sorts of cool things about your character, from its proportions to its "color" and style (it's all about coordinating, girlfriend). Some characters have more tweakable features than others, but all in all, this game makes it uniquely possible to create a totally original fighter.

Meseta makes the world go round

When you're all set, you'll begin your journey in a self-contained space station floating through the Algol Solar System. You're a member of Pioneer 2, a team of interstellar refugees on its way to colonize a new planet. The group is traveling in the wake of an earlier team, called Pioneer 1, which had been sent years ago to terraform the land—but which went suddenly off the radar (literally) just before Pioneer 2 is about to land. More on that later.

While on the station, you'll discover merchant shops, information hubs and transporters which can take you down to the new planet's surface. And in order to beef up your character's arsenal, you'll need the right amount of the *PS*-standard "meseta" (money) in order to purchase any goods. So first,you'll need to ask for advice and help at the info desk below the main deck.

Once you've spoken to the head of operations at the information desk, you'll receive all the necessary goodies (like a field map) and get access to the main transporter in the city square. According to the man behind the desk, you're one of a few select people who possess both the skills and qualifications necessary for joining the research team. What does the research team get to do? Well, it explores the planet's surface far below—focusing on the environs of a gigantic explosion that (it

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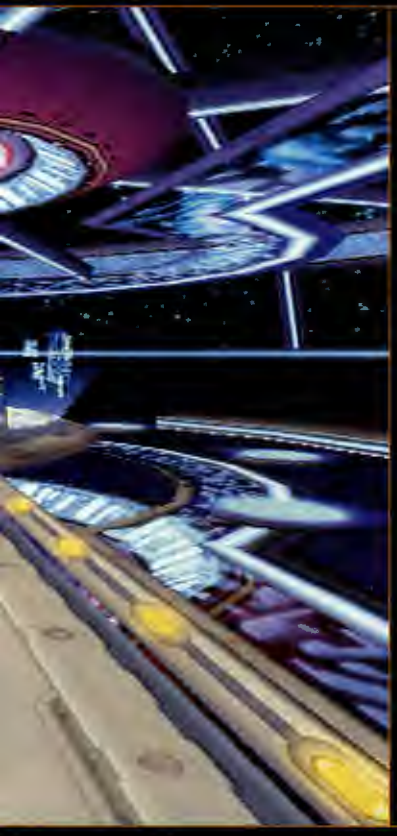

Everything in *Phantasy Star Online* is rendered in lovely, textured polygons. From the townspeople to the creatures that inhabit the various dungeons, every denizen of this world is equipped with great realtime animations and wicked special effects. No one does colors like Sonic Team: You really feel like you're in another world.

Welcome to the 'new' era of gaming, in which you get to blow stuff up—mainly large crates.

landed on the planet, you're and waves of freaky monsters."

turns out) was what wiped out all communications with Pioneer 1. Lucky you.

Once you've taken the job and landed on the planet, you're in for a few nasty surprises—and waves of freaky monsters. Your task is to defeat them, while collecting as much meseta as your handbag can carry.

Field Work

Three distinct areas are accessible right now, each containing different types of creatures with unique attributes. The Lava Zone is a fiery cave buried deep within the planet, whose inhabitants are immune to the effects of heat. The Deepest Cavern Zone is full of dangerous creatures, maze-like pathways, puzzles and traps. And the River Mouth Zone is a huge open area riddled with poisonous plants and hatches that open into hidden areas.

There are 50 or so different quests, ranging from battling huge bosses to finding magical items or using teamwork to move obstacles that block entrances to new areas. Dungeons are commonplace, and generated randomly by the game. This means that monsters, items, doors and the path you need to follow will differ every time you play. And Sonic Team CEO Yuji Naka has stated that once the initial quests have been completed, the team may be adding even more, in order to make this world a constantly evolving place where there's always something new to do.

While this option is still up in the air, we're quite content to hack our way through monsters while deciphering the mystery behind Pioneer 1's disappearance. Randomly placed ground pods, called "cels," contain bits of story as told by its long-gone team members, and events will help to guide you through the game's loose plot. But don't depend on the storyline to keep you enthralled throughout the length of *PSO*...it is, ultimately, a game of action and online teamwork. In fact, it's more like the early computer RPGs of *Wizardry*'s ilk than it is like *Final Fantasy*, but the core role-playing elements remain strong.

Brave New Word

As the title suggests, *PSO* is meant to be played over the Net. When you begin a game, you can choose to play either offline or online. If you choose the latter, you'll be automatically transported to the massive mothership where you'll enter one of ten different sections. Each section branches off into yet another ten lobbies, and in each of these lobbies, you'll meet up with other players and marvel at each other's wonderfully customized avatars. Think of it as a glorified chat room with a purpose (usually).

This might not sound so exciting, but it's a whole different experience when you do it for the first time in person. Imagine communicating with >>

Q As an online RPG, there is an odd structure to *PSO*—lots of levels rather than a coherent world. Why?
A You know, the story is not that expansive. There is one dungeon [split into various subsections], and you're able to explore and enjoy it with other players. There's a central plot, but this isn't a standard RPG and shouldn't be compared in a standard way.

Q Did you consider other methods for communication and translation, besides the branch translation system that is currently used? Why did you finally opt for this system?
A I've been thinking of creating this type of communication system for more than five years now; I really wanted to design a system allowing people from all over the world to communicate together. But there were many elements I did not know how to handle—I spent much time on paper trying to find a way.

I started with words. We are still working on the word select system: Japanese and English are quite easy, since there is only a problem of word location in the sentence, but in Spanish or French, there are male or female words with so many rules that it's been a nightmare. Last month, we had to redesign the entire system!

This "universal" translator is a first for the entire game industry, which has been a real challenge. The world select system has 2000 words so far, but I realize that players would like to use more words than this to express their feelings, and it's been incredibly difficult to satisfy everyone. I'm picturing that in ten years, people will look back at *PSO* and laugh while saying something like "Wow. There were that few words back then?!".

Other companies will soon begin to consider the possiblities, and will most likely improve upon it. If you're first, you cannot make something perfect.

Q Are there plans for translating *PSO* into more languages than the current five?
A For the moment, no. For example, Italian would be great, but it would take too much time to reimplement it. I would also like to include Portuguese and Korean—in Korea, the interest in the Internet is booming! But at this time, I will stay at five. I believe that in the future, there will be a company offering a system with ten languages!

Q How important is the identity of your character? How would players go about creating more than one character?
A It is simple. One VMU, one character. So if you put two VMUs in the controller, you will have access to two characters. If you have ten or 20 VMUs, you would be able to create that number of characters. >>

Q Will we ever catch you online, playing *PSO*?
A Yes! I still don't know if I will design a special character to do so, but I'll play it just after the launch in a standard way. I've played *Chu Chu Rocket* plenty of times online, as well—it's a huge pleasure playing Sonic Team games online with other gamers. This time, with the word select system, I really want to chat with international gamers. I would love to ask them very precise questions, but it will be difficult with the vocabulary of the actual word select system.

Q Would you have preferred a massively multiplayer game rather than the four-player option you have here? Or does the game benefit from a smaller number of players?
A To put up servers able to support so many users from all around the world, it would probably take two years for the technical programming alone! So we had to stay on a lower scale. All in all, I really would have liked to have had six additional months to finish *PSO*; when you are close to the end of a development you want to add more and more features. I would have to push the game off into the 21st century, though, and my goal was to release the game in Japan in the 20th century.

Also, you cannot write to the GD-ROM. There is no hard disk inside Dreamcast, so it's very difficult to store data in order to properly enjoy "massively multiplayer" gaming. I guess PS2 or Xbox will have these types of games, using their hard drives. [But with *PSO*] I think it will be incredibly difficult for them. Even if they start now on that type of project it would be impossible for them to release it in under two years. We still don't know if PS2 will be around in two years' time. *[Meow.—Ed.]*

I think it would be great to have a hard disk, but given what's happening on games like *Ultima Online* or *Ever Quest*...both games are continuously updated through internet-distributed patches. The companies that make [illegible] games are constantly working

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STOP MAKING SENSE

Chat rooms. Love 'em or hate 'em, they bring together the best and the worst of us gamers, relying on a common culture and language to bridge all of the gaps in between. And this means—you guessed it—that there are limits to what Sega will allow gamers to say. We weren't surprised to discover that there's an automatic censoring program included here, which keeps those with sensitive eyes and ears buffered away from the salty, sailor-tongued set.

Type an expletive in, and you can expect it to be represented by all manner of innocuous asterisks and symbols. It's an interesting feature that's sure to enrage and stymie thousands of players. Our advice? Don't even bother trying.

Ah, pixie goodness is back—and joined by a host of android warriors packed in for good measure. You'll have to choose your character wisely at the outset, though, to avoid being stuck with a close-range fighter rather than a spell-slinging mage. It's entirely up to you, and it all depends on your preference and the enemies you'll be fighting.

"Select a message in your own translates it into your fellow

friends and strangers, all equally eager to bash in some dragon skulls, and then forming a complete party to do exactly that. It's a thrill like no other. And the options are nearly endless.

You can talk to any of the lobby officers in order to find out what your choices are or to register your party for

It's a freedom unlike any other—and it's even international!

Sonic Team has come up with a neat trick to overcome international communication problems. The game includes what is referred to as a 'Word Selection System': i.e., a lexicon of 2,000 commonly used words and

people around the globe will be playing at various times of day. Sega reckons that the network will therefore cope well with the demands placed upon it at launch. And of course, if the game is hugely popular, Sega can always expand the network. We wouldn't be surprised if there's a lot of activity

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"Um, hello there... Do you think you could you move ever so slightly to the right for a second Mr. Monster? I'm having trouble seeing your pretty eyes..." BLAM!

language, and *PSO* instantly adventurers' native tongues."

bonus of being able to work through the game in singleplayer mode, which enables you to buff up your character so you can avoid being shamed or taunted by other avatars online.

But don't count on finishing the game on your own. The monsters are tough and the bosses even more so: so you'll need all the help you can get from your fellow humans in order to call it a successful day in *PSO*.

With the game's impending release set for January, you won't have to wait long to test its waters for yourself. Will it be worth the six years we've spent without a new chapter in the *PS* series? We'd like to play through the final version before we make that call, but what we've seen so far hints strongly at an industry-changing title. *PSO* is about to become one of the biggest precedent-setting events in console gaming history.

Don't miss it.

KNOCKIN' ON HEAVEN'S FOUR

Phantasy Star I
Where it all begins. Back in 1987, this first chapter follows heroine Alis and her three companions across the Algol Solar System, as they avenge the death of Alis' brother. Death, glory and a very ugly end boss await them.

Phantasy Star II
Two years later, the sequel arrives. Government operative Rolf is sent to find out why the Mother Brain that rules a world called Mota has been corrupted, aided by Nei, a constructed being (i.e., hot android-type chick), and a soldier named Rudo. While battling, Rolf learns important things like why android chicks are so darn hot.

Phantasy Star III
1991's installment included three heroes from three different time periods in a civil war setting. Returning to the Algol Star System, the game follows Rhys, Maia and Mieu (hot android chick #3) as they draw ever-closer to...(drumroll) yet another shocking conclusion!

Phantasy Star IV
1994: year of the mega-epic finale. Chaz Ashley embarks on a quest to decide the fate of the cosmos. A Newman, an Esper and an android chip in to help Chaz vanquish his foes and his fear in order to save the universe and pad his wallet with big earnings from the Hunter's Guild. The largest, longest and (some say) the best title in the entire series. We loved it.

Q On that note, what about sequels?
A It is a possibility that *PSO* will evolve into a series, but developing this title alone has consumed pretty much all of our time and energy! However, as we get closer to releasing the game, I think many of the team members have begun to come up with all kinds of different features that they would have loved to include. So the appeal of making a sequel is getting stronger. Maybe we will decide to make a second episode instead of an Append disc [add-on or enhanced version discs are called append discs in Japan]. But it will still depend on how much new stuff we would be able to put inside of a *PSO II*. If the changes we'd like to implement or the features we'd like to add after the release of the first episode are not significant enough for a second episode to be developed, we may look into making an Append disc.

Q Both *PSO* and *Sonic* look amazing. How is it that Sonic Team is one of the only developers to get this sort of visual performance on Dreamcast?
A It is soooooooo hard to get to this level. I really believe that every developer is working just as hard. I guess the big difference is in design sense. This is one strong point in our [team's entire body of work], I think.

Q What are your expectations for *PSO*?
A One million. I would like *PSO* to be a million-selling title. But who knows? I know that the US will be our main market, and for the moment, feedback has been really great about the project. I really spent an infinite amount of time plunging deep into the machine of Dreamcast to see how it was meant to perform...what it was meant to be both ideally and realistically. And *PSO* was the clear answer. In a way, it's the killer app for Dreamcast: it uses every aspect of the system, including the most important feature, the modem. I hope that people really understand and truly enjoy this game, as they should.

H λ L F

- New weapons, characters and effects designed to take advantage of Dreamcast's power.
- Intelligent characters and an intense story create a unique action game experience.

MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Animated Blood

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-LIFE®

"THE BEST FIRST-PERSON SHOOTER OF ALL TIME..."

-Official Sega Dreamcast Magazine

Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.

- Huge new mission, Half-Life: Blue Shift - designed just for the Dreamcast!
- Play the game that has won more than 50 Game of the Year awards from publications around the world.

Captivation Digital Laboratories

gearbox

DEVELOPED BY VALVE

SIERRA STUDIOS

Sega Dreamcast.

"Oy."

Floigan Brothers

Brothers gonna work it out

After more than a year of NSA-like secrecy, Sega has finally allowed us to peek under the blouse of its highly-anticipated adventure title, *Floigan Brothers*. And we're happy to give you the full report on what may be the zaniest, kookiest and downright *wackiest* game you'll play this year.

Taking place in a crazy 3D junkyard, the game concerns two brothers, Moigle and Hoigle, whose mismatched size and intelligence quotients usher to mind fond memories of Lenny and George, Ren and Stimpy and *Beyond Thunderdome*'s Master/Blaster. Players have direct control over Hoigle (the shorter and more competent of the two), but must learn to communicate with and take care of big, bad Moigle as well (although Moigle isn't exactly the sharpest tool in the shed, he has a mind—or at least an *agenda*—of his own). You'll have to get Moigle and Hoigle to work together—through both direct action and indirect manipulation. If Hoigle is unable to reach something on a roof, for example, you can badger Moigle until he gets angry and throws Hoigle onto said roof.

Oh, Brother...
see if you can match 'em

Michael	David
Franz	Chong
Joel	Terence
Donny	Emelio
Sean	Liam
Cheech	Simon
Philip	Tito
Charlie	Ethan
Noel	Marie
Simon	Hans

ANSWERS: Michael-Tito, Franz-Liam, Joel-Ethan, Donny-Marie, Sean-David, Cheech-Chong, Philip-Terence, Charlie-Emelio, Noel-Liam, Simon-Simon

The plot focuses on an evil oil baron, who discovers that the junkyard inhabited by the Floigans is actually the precise location of a lucrative oil field: so he attempts to put the brothers out of business. It's a competent retelling of a classic anti-big business parable, and it gives you ample incentive to get your lug of a brother to pull his own weight.

What makes the game so distinctive—aside from its Tex Avery-inspired brand of slapstick humor—is the detail evident in every part of its

"*Floigan Bros:* who doesn't love an oddball?" EVAN SHAMOON

Who runs Bartertown? MASTER BLASTER RUNS BARTERTOWN. Floigan Brothers is definitely not your average videogame. No blood, no killing, no saving the universe, no kickflips, no first places, no last places, no breasts, no elves, no death and no taxes.

Visual Concepts has promised top-natch (er—notch) voice-acting talent for the characters in *Floigan Bros.* Every line in the game will be voice-acted, which makes the kids (*read:* us) happy. *Which way did he go, George?*

design. Visual Concepts has created lovely characters with full 3D movement, who are well able to access and interact with nearly everything in their surroundings. Some of these actions are necessary to move ahead in the game, while others will merely provoke some sort of sight-gag and/or emotional response: accidentally stumble into the river, for example, and you'll shoot out of the drainpipe.

The player's relationship with Moigle is important as well, since his evolution throughtout the game will hinge greatly upon the way in which he is treated. The more frustrated you become with the goofy doofus, the less friendly and responsive he will be towards you. It's a curiously converse nod to Lionhead's upcoming *Black and White* and, depending on the depth it provides, it might just be the sort of interesting twist that'll take Floigan's gameplay over the top into excellence.

With wonderfully cartoonish 3D graphics, interesting and varied mini-games and the potential to take man-machine interaction to some entirely new plane, Sega may well have built itself one of the year's most inspired and enjoyable sleeper hits. This oddball's got loads of talent: Here's hoping they get it right.

EVAN SHAMOON

Official Magazine **Dreamcast**

PUBLISHER SEGA **DEVELOPER** VISUAL CONCEPTS
GENRE ADVENTURE **ORIGIN** US **PLAYERS** 1
RELEASE DATE Q1 2001

PLUSES [+]
Graphics are cartoony as hell, and the interaction with Moigle was cool

MINUSES [–]
Some puzzles seemed a bit too obvious, while some seemed too obscure

BOTTOM LINE [_]
Time will tell whether or not this game manages to capture that old LucasArts magic. We're crossing our toes

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

18 WHEELER: PAT/46 Breaker 1-9, you got your ears on?
SONIC ADVENTURE 2/48 What's blue and has 'tude?
PROJECT JUSTICE/50 Watch these rival schools duke it out!
FIGHTING VIPERS 2/52 The return of a legendary 3D brawler.
HEAD HUNTER/54 E3's mysterious game reveals its secrets...
ALIEN FRONT ONLINE/56 Online, alien-smiting goodness!
TYPING OF THE DEAD/58 Weirdest. Game. Ever.

Is the keyboard mightier than the zombie? Fran Reyes thinks so. She's so into it that she made a harness for her keyboard just like the one in the game *(page 58). 18 Wheeler* lets you take to the open roads of America, in crazy *Crazy Taxi* style. *(page 46)*

INCOMING!

All Dreamcast, all the time: planned releases for 2000 and beyond

Bangai-O Shooter	Dec	Gorka Morka Racing	Feb
BANG!: Gunship Elite Shooter	Dec	Out Trigger Shooter/Action	Feb
Charge'N Blast Action	Dec	Project Justice Fighting	Feb
Coaster Works Sim	Dec	Alone in the Dark IV Adventure	Feb
Ducati World Racing	Dec	Matt Hoffman's ProBMX Sports	Feb
Evil Dead: Hail to the King Action	Dec	Commandos 2 Action	Mar
Grandia II RPG	Dec	Floigan Brothers Action	Mar
Half-Life FPS	Dec	Soul Reaver 2 Adventure	Mar
Heroes of Might & Magic 3 RPG	Dec	The Mummy Action	Mar
Iron Aces Flight Sim	Dec	18 Wheeler Ampro Trucker Driving	Mar
KOF: Evolution Fighting	Dec	Ooga Booga Online/Action	April
Max Steel Action	Dec	Bomberman Online Action	Q2
Prince of Persia 3D Action	Dec	Ill Bleed Action	Q2
Record of Lodoss War RPG	Dec	WSB2K2 Sports	Spring
Resident Evil 2 Action/Adv.	Dec	Crazy Taxi 2 Action	Summer
Stunt GP Racing	Dec	Samba 2001 Music	Summer
Surf Rocket Racer Racing	Dec	Bass Fishing 2 Sports	Summer
System Shock 2 Shooter/RPG	Dec	FarNation Online RPG	Summer
Sno Cross Int. Champ. Racing	Dec	Agartha Adventure	'01
The Grinch Action	Dec	Black And White Strategy	'01
Tomb Raider Chronicles Action/Adv.	Dec	Buffy the Vamp. Slayer Action	'01
Xtreme Sports Sports	Dec	Head Hunter Adventure	'01
World's Deadl. Pol. Chases Driving	Q4	Heavy Metal FAKK Shooter	'01
Star Wars Super Bombad Racing	Q4	Legend of the Blademasters RPG	'01
Urban Chaos Action	Q4	Shrapnel Urban Warfare 2025 Action	Feb
Armada II Shooter/RPG	Jan	NBA Hoopz Sports	'01
Dark Angel: Vamp Apocalypse Action	Jan	Planet of the Apes Action	'01
Daytona: Network Racing Racing	Jan	Peacemakers Strategy	'01
Dragon Riders Adventure	Jan	Roswell Conspiracy Action	'01
Phantasy Star Online Online RPG	Jan	Soldier of Fortune Action/Shooter	'01
Typing of the Dead Edu-horror	Jan	Sonic Adv. 2 Platformer	'01
Unreal Tournament FPS	Jan	Galleon Adventure	TBA
Alien Front OnlineShooter/Action	May	Picassio Action	TBA
		Quark RPG	TBA

The game uses a modified version of the *Crazy Taxi* engine, but we'd almost go out on a limb and say that it looks better than it plays. It's especially pretty when you see it in person, even in its unfinished state. We were *very* impressed with how sharp and clean the lines were (these shots don't quite convey that, of course, but then, the camera always adds ten pounds).

18 Wheeler: Pro Trucker

Will Sega haul ass or drop a load? Well so far, it looks truckin' awesome.

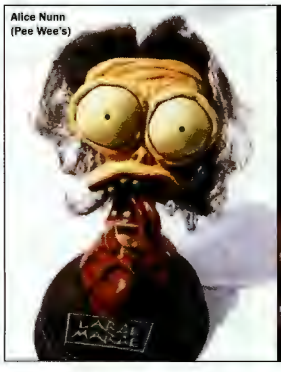
If Crazy Taxi is crazy, then this *18 Wheeler: American Pro Trucker* is downright ludicrous. But hey, there's a first for everything. And if Sega has anything to say about it, 'everything' includes a whole new genre of cross-country trucking sims. With the exception of cat-calls, CB radios and 'resting' at private rest-stops, this is about as close as many of us will get to being real-life truck-drivers.

You begin by choosing a driver and a big rig (you'll have four to choose from), and the type/size/flavor of the cargo you're going to haul from New York to San Francisco (and no, you can't choose a flatbed full of downtrodden New Yorkers migrating Westward to find 'a mellower, gentler City'). The heavier your payload, the more difficult the handling—and, of course, the larger the bounty you'll receive at the end of the line, if you get there intact.

Once you've taken care of these particulars, it's time to stretch your legs, climb up into your tricked-out big rig and head out to the open road, where you'll face off against the baddest trucker we've seen since Large Marge—your remarkably diabolical arch-rival, Lizard Tail. Ever seen Steven Spielberg's 1971 movie *Duel*? The one where this guy gets chased by a sinister, faceless truck driver like, unto death does him part, for the length of a feature film? Well, Lizard Tail is on a par with that Faceless Scary Truck Dude on any scale of pure evil. He's a slimy bastard who's willing to do anything he can to make his way west before you do, from cutting you off to dumping his cargo out on the road to hurling—gasp!—undeniably harsh insults in your general direction.

Now, throw in some truly overzealous law enforcement officers, some fast-forwarded, amazingly hyperactive weather patterns and—'nother gasp!—a pile of debris even higher than the mound on Chris's desk, and you've got something that's a little better and badder than

Alice Nunn (Pee Wee's)



Scary as Hell

OKAY, WE'RE MAN (AND WOMAN) ENOUGH to admit it: The first time trucker-of-all-truckers Large Marge went all crazy-like in *Pee Wee's Big Adventure*, we were very scared. In memory of that great moment, we're going to play a little bit of the old Six Degrees of Kevin Bacon with Ms. Alice Nunn, who so gracefully played the role of Large Marge. Here goes: Alice Nunn plays the woman parole member in *Who's that Girl?* with Madonna. Madonna joins Geena Davis in *A League of Their Own*, who joins Harvey Keitel in Thelma and Louise. Keitel acted alongside DeNiro in *Mean Streets* (among others), and then DeNiro teamed up with Kevin Bacon in *Sleepers*. And there's your six degrees.

Madonna (*Who's That Girl?*) | Geena Davis (*League of their Own*) | Harvey Keitel (*Thelma & Lousie*) | Robert De Niro (*Sleepers*) | Kevin Bacon (Bacon)

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Sega has modeled the game's level system to mimic the American highway system. And let's face it, the game itself mimics real life: when's the last time you saw a truck that *wasn't* driving like a directionally dyslexic bat out of hell?

As you approach an SUV on this freeway, think about all of the times you've had to crawl through supermarket parking lots behind some 4-wheel-drive vehicle that slowed to a near halt every time it hit one of those pissant little suburban speed bumps. Yep, it bugs the hell out of us, too. Kill, Butch, kill!

your average cross-country drive. If an orangutan (or other primate of equal or lesser value) rode shotgun in these trucks as your wacky and whimsical sidekick, this game could pass for a fantastically successful feature film.

These rigs handle like the multi-ton beasts that they are—tight turns and precision steering are nowhere to be found, so you'll be learning a whole new style of driving. Destroying the relatively puny cars and SUVs in your path is quite cathartic—and especially cool is the game's slipstream feature, which gives you an added burst of speed whenever you place yourself in the wake of another truck.

Much like *Crazy Taxi*, the game manages to thrive on quirky and addictive gameplay in ways that you could never imagine unless you'd played it. And with four levels and 20 stages along the way, you'd better be sure to pack a whole lot of NoDoz for the trip.

Much like its yellow-checkered colleague, the Dreamcast version of *18 Wheeler* takes the standard arcade single-player mode and tears into it like a ravenous pack of wild hyenas. Not only does the game provide an assortment of mini-games—like the 'Parking Challenge', where players must race against the clock as they burn rubber through a cramped trucking depot—but it also taps into the glory that is multi-player gaming. *18 Wheeler* jacks into SegaNet for some real, honest head-to-head racing mania, adding a few online-only options—like a Score Attack mode which allows players to post their single-player scores for worldwide ranking—just to round out the menu of fun.

And as if all this wasn't enough, you're even able to save up cash to buy fuzzy dice and roach-clip feather-type thingies with which to decorate your massive vehicle. Save up enough of these things and you'll obtain the ultimate prize: a crazy super-powered horn that's strong enough to blast objects out of the way with the sheer density of its sound waves. (How cool is that?)

The game still has a fair amount of development to go before its January release; hopefully the team will use this time constructively. Muchos minigames and a good soundtrack would make all the difference (hint, hint). Doubtful? Try the game on our demo disc in this issue if you don't believe our hype. **EVAN SHAMOON**

Truckin' Slang

back row *n.* The area at some truck stops where hookers hang out.

having shutter trouble *v.* Falling asleep, as in, "He was having shutter trouble when he hit that tree."

motion lotion *n.* Fuel.

plain white wrapper *n.* Unmarked cop car.

reefer *n.* Refrigerated cargo trailer.

haulin' dispatcher brains *v.* Pulling an empty trailer; 'deadheading'.

greasy side up *adj.* Flipped over.

For more trucker-speak on the web, visit http://www.vis.lbl.gov/~slau/trucks/slang.html

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** AM2
GENRE TRUCKIN SIM **ORIGIN** US **PLAYERS** 1-2
ONLINE YES **RELEASE DATE** FEBRUARY

PLUSES [+]
Absurdly great concept, excellent design. And the graphics are hella pretty.

MINUSES [-]
Much like real trucking, we suppose, this runs the risk of growing old

BOTTOM LINE [_]
We can't wait to stop making stupid truck references and just play the game

Sega has stated that this city, which looks exactly like San Francisco, is not—repeat, *not*—San Francisco. Sure. Whatever. Anyway, watching Sonic board down these hills is an amazing experience—it really exceeds the punch of anything in *Sonic Adventure 1*

Sonic Adventure 2

Like our mamas told us, the 87th time is always the charm

It's true. According to Sega, Sonic characters have been in 86 games (and other programs) since Sonic first burst onto the scene in 1991. Damn. Of course, the hedgehog has only had two outings so far on Dreamcast, and one of those was a party game. With *Sonic Adventure 2*, Yuji Naka and Sonic Team are seeking to redefine the character, the gameplay, and even the Dreamcast as dramatically as the first *Sonic the Hedgehog* redefined Genesis and gaming itself a decade ago.

And from early reports, it looks like the company is well on its way to succeeding. First shown in very early form at the last E3, *Sonic Adventure 2* has come a long way in six months. Originally scheduled for release this Spring, it has been pushed back to Fall 2001 (that's the tentative US release date, anyway) to ensure that the team has enough time to make the game everything they want it to be. And if the development process succeeds, *Sonic Adventure 2* will totally change your perception of just what a Dreamcast game can be.

How? The graphics, for one. The textures are far beyond anything seen in any realtime game to date, on any system, and the levels show clear proof that Sonic Team has been getting intimate with the bare metal of the system. Each level has been carefully constructed to maximize the total current potential of Dreamcast. Draw distances are massive, and huge vertical drops are common. Clipping has been all but eliminated, and several new libraries of lighting and special effects are in the works. The result should be an absolute visual dream.

The Sonic Hedgehog Gene

DID YOU KNOW THAT THERE'S A GENE named after Sega's mascot? The 'sonic hedgehog' gene (named, depending on who you ask, after the blue dye used to identify it or its spiky appearance) apparently helps regulate anterior-posterior limb patterning in animals—and oddly enough, it's also about to become part of a pharmaceutical cocktail served to balding men in order to stimulate hair growth. It's a pretty popular gene, too, featured in several dozen articles accross the Net.

Although only a few characters have been revealed so far (Sonic, Knuckles, and Dr. Robotnik), sources tell us that five new characters, pulled from former *Sonic* games on Genesis, Game Gear and arcade platforms, will also join the party—introducing new styles of game play in the process. As usual, of course, the bulk of the play will involve Sonic facing off against Robotnik's devious machines and weapons, but in this game, you can expect to see something a little more sinister than good old Dr. Robotnik as well.

That's right: Dark Sonic will indeed make a reappearance in the series. There's no

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It's Chao chaos! Just as in the last game, collecting, raising, and keeping Chaos healthy and happy plays a major role in the game. It's a departure from the typical action found in *Sonic* games, but it's a welcome addition that keeps things interesting. According to a Sonic Team spokesman, there will be VMU games included with Sonic *Adventure 2*. Hopefully, some kind of Chao wrangling will be part of the VMU lineup.

Oh, that Knuckles! Most of your favorite Sonic characters are back this time, including Knuckles and, of course, the evil Dr. Robotnik (who, we hear, got his doctorate in Slavic Linguistics and did his dissertation translating an old Russian text). Weird.

official word on just what he'll do or how he'll do it, but we're led to expect to see some serious challenges to our favorite blue mascot.

And as in the last game, the management of Chaos will play a major role; you'll have to collect and regroup them from all over the world. It's possible to have limited communication with the Chaos, but more importance is placed on how you manage them. You've got to bring them up, take care of them, heal them when they're sick, etc. Just like in *Sonic Adventure 1*, there will be mini-games aplenty for your VMU—and a few hidden inside the main game, as well.

Sole Reaver

CROSS TRAINERS made to grind? Formerly available only as power-ups, grind-able sneaks can now be found online. *Soaps* (www.soap-shoes.com) feature hard plastic tracks set into rubber soles, which can grind rails and curbs with ease (after you've peeled off the "By peeling off this sticker you waive your rights to sue" sticker).

To keep Sonic fresh in his 87th outing, Sonic Team has equipped him with several new accessories, the coolest probably being a new pair of shoes that enable him to grind on various surfaces. These shoes and other items permit the hog to have tons more interaction with the 3D backgrounds of levels than he ever had before—one amazing sequence in the demo, for instance, shows Sonic dropping from a helicopter with a surfboard on his feet, all the way to the street below...where he proceeds to surf the not-San Francisco hills. Underwater sequences are also planned, and we assume that the task of keeping Sonic from drowning by locating air bubles will factor heavily in gameplay. (While we're on the subject, does anything ever get your heart pumping like waiting for a bubble to show up in a classic *Sonic* game, as Sonic slowly runs out of air while music swells in the background? Us, neither.)

Although there's no word yet on online play, smart money says that there'll be at least some kind of Internet component to the game—although exactly how it would work is unknown at this time.

At any rate, it's clear that Sonic Team plans to take its mascot to the next level, with hundreds of new additions to the game. Hopefully, the team also plans to shore up the one weak point in *Sonic Adventure 1*: its sometimes out-of-control control. CHRISTOPHE KAGATONE

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** SONIC TEAM
GENRE SONIC! **ORIGIN** JAPAN **PLAYERS** 1 **ONLINE** TBA **RELEASE DATE** FALL 2001

PLUSES [+]
A new Sonic game, with more to love than ever before! We can't wait to grind the world

MINUSES [-]
Let's hope the team tweaked the controls from the first game

BOTTOM LINE [...]
Sonic is approaching his tenth birthday, and while there have been some highs and lows in the past decade, no one can make you realize just how cool games can be as well as Sonic can

Team special attacks can be performed any time during a fight, but you'll have to power up your special attack bar to unleash the most devastating team attacks.

Many fan favorites from the *Rival Schools* series return for *Project Justice*. Schoolgirl Hinata is back for more of her high-kickin' antics, as is juvenile slugger Shoma, who displays some rather nasty bat 'n' ball specials that send opponents flying. Along with these returning characters come a ton of new playable fighters. To know 'em is to love 'em. But will these crazy kids ever graduate?

Rival Schools 3: Project Justice

3D fighting: three times the fun?

Many Capcom fans may have been turned off by previous *Rival Schools* games, with their precious, cuter-than-Olsen-twins look and humor. If you were one of those people, you missed out on experiencing some of Capcom's best—yes, we said 'best'—3D Japanese fighting games. We're not afraid to admit how much we loved these games. Somehow, the extremely exaggerated moves of the *Versus* games seemed to blend perfectly with the unique look of the *Rival Schools* series. And fortunately, *Project Justice* seems to be at least as good as its truly excellent predecessors.

As in the previous games, moves are executed in the typical *Street Fighter* fashion. Combos are carried out exactly as they are in the *Versus* games; players can chain together a series of regular attacks with special and super moves, in crazy, high flying air combos. Matches are between two teams of three characters, and although there's no Tag feature available, there are plenty of tag team combos to satisfy any combo nut. These Tag combos are even simple to pull off—usually, all you have to do to activate them is to tap two buttons simultaneously. Of course, getting them to actually work in a truly effective combo takes practice and skill; *PJ* is hardly a button-masher.

One aspect of this setup that Capcom has drastically changed—and seems to be changing in all of its fighting games—is the control configuration. Now there are only four attack buttons: weak and fierce punches, and weak and fierce kicks. After seeing how well this setup works in *Marvel 2* and *Capcom Vs. SNK*, we are honestly happy that Capcom favors this control system; those two middle buttons now seem to be completely superfluous.

And to keep players coming back for more, Capcom (as usual) has included a number of modes like Training, Story, Versus, and Survival modes. In order to unlock and obtain all of the secret characters and good stuff, you'll have to earn points in a purchasing system, as in *Marvel Vs Capcom 2*.

And those of you who disliked the unique look of the other games will be delighted to know that although the goofy character designs are still the same, fighting is set in a darker, more serious atmosphere. Hopefully, this, in addition to very decent graphics, will attract a larger audience (although really, the

Rival Schoolers Unite

With its anime-esque premise and quirky characters, it's no wonder that the *Rival Schools* series has garnered so much attention from Capcom fighting enthusiasts. Capcom Japan even went so far as to sponsor a fanart contest on its website for Burning Justice Academy otaku, who itched to do their own renditions of Batsu, Shoma and the rest of the gang. For US fans, the site to keep an eye on is definitely the Rival Schools Network, which lists pretty much everything you'd ever want to know about the various students, teachers and miscellaneous bizarre characters that populate the series. Go to http://rsnet.telefragged.com/index.shtml to get properly schooled.

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Part of *Project Justice*'s appeal stems from each team's 'intro' and back story. In Japan, a whole manga series has been built off the fighting series—and we can understand why.

Batsu delivers some sweet street justice to Akira in an aerial kick attack that'll rival (schools) any *Matrix* special effect move.

Another aspect of the series' draw for fans is the number of wacky specials and story points. After all, this is a game based around the premise that high school students are all about knocking the snot out of each other to defend their school's honor...or something. Anyhow, thanks to this game's new characters, its storyline is clearly going to be playing a central role: and story points simply make good sense.

The Momo Factor

ALL FANS WOULD agree that Capcom has a singular knack for throwing in an offbeat, whacked out character just to add some 'charm' in each of their games. This is a phenomenon we've conveniently labeled "The Momo Factor." *Resident Evil* has Hunk and Tofu, while *Street Fighter* has Dhalsim and Blanka, and the Megaman series has...well, all the characters are a little strange. *Project Justice* has Momo—the racquet-swinging minor with a penchant for busting out with dastardly combos and a name that ought to belong to either a mobster or a gorilla.

gameplay itself ought to be enough to capture the hearts of true gamers—come on, people, it's not like we're asking you to eat, like, a truckload of yams, or something! This really is an awesome series).

Capcom remembered to add all of the extra stuff and tweak the control interface, but there are still some pretty significant problems that have yet to be addressed. First, it's quite clear that the company's 3D games tend to lack the tight feeling of speed and precision that you'll see in any of its 2D fighters. And thus far, *Project Justice* is no exception. For example, whenever characters jump, they seem to float—which makes landing two-in-ones from the air way too difficult. Also, chain combos and air combos are sluggish—i.e., the lag time between tapping the buttons and seeing the action appear onscreen is too long.

Ironically, the problems inherent in Capcom's 3D games seem to be caused by the fact that they're all based on 2D precedents. Capcom has simply taken the formulas established in 2D and thrown them into the 3D ring, without allowing for the difference in mediums. And besides proving that this method of 2D-to-3D transition just doesn't work correctly, this narrow, 2D-based mentality has caused innovation throughout the realm of fighting games to stagnate. If Capcom truly wants to revolutionize this genre again, it'll have to start with the question, "What does 3D mean to me?" and not treat that third dimension like an afterthought. **CHET BARBER**

Official Magazine Dreamcast

PUBLISHER CAPCOM **DEVELOPER** CAPCOM
GENRE FIGHTING **ORIGIN** JAPAN **PLAYERS** 1-2
ONLINE NO **RELEASE DATE** FEBRUARY

PLUSES [+]
Unique character designs, new control interface, lots of secret stuff, cool soundtrack, lots of combos

MINUSES [-]
Not a whole lot of innovative features

BOTTOM LINE [_]
With decent controls, tons of combos, a variety of characters this *Justice* league surely will not disappoint fans.

"In *FV2*, you can finish by smashing your opponent with a meteor." CHRISTOPHE KAGOTANI

Somewhere between *Virtua Fighter* and *Soul Calibur* lies *Fighting Vipers*. Most of the attacks are hand to hand, but weapons combat via bikes *(top)* and guitars *(above)* also feature prominently. Each character has a few special moves—and if he (or she) is holding an object, this object is usually what the move involves. Check out the body-monitor next to the power bar: it monitors your armor status.

The action is way more frenetic than in your average Sega fighting game, although it's still a little calmer than in some of Capcom's 2D blow-outs. Check out the lighting effect on this hit blow, and the style of armor—all of it can be blown off with the appropriate hits.

Fighting Vipers 2

The return—and certainly not the tomb—of the unknown classic

Although the sands of time have erased *Fighting Vipers* from most gamers' memories, true fans rember the arcade brawler (and its great Saturn conversion) as a high water mark in fighting. With its use of items like skateboards as weapons and its wonderfully destroy-able walls, it featured innovations not seen again until games like *Power Stone* and *DOA 2* erupted. Even better, it offered a huge amount of fun and freneticism (is that a word?) [*No, but we'll let it slide.—Ed.*] without being a button masher, which made it a great counterpoint to the austerity and subtlety of a game like *Virtua Fighter*.

Now, after years of neglect, a sequel is finally coming to DC. While no US release date has been discussed, it's a pretty sure bet that the game will make the jump from Japan—if it's only half again as good as the original.

Pepsi Man-san!

ONE OF THE COOLEST FEATURES in the Japanese version of FV was its secret character, Pepsi Man. The Silver Surfer-esque figure is modeled after the popular mascot of Pepsi in Japan, a hero who delivers Pepsi to those in need.

True to form, *Fighting Vipers 2* keeps the gameplay fast and furious. Interactive walls put in another appearance—to affect gameplay, once again—and the clever armor system returns, too.

Basically, each character starts off the game wearing 'armor'. Each suit is stylistically appropriate for each character, so it doesn't always look like the shiny stuff that medieval knights used to wear. And it doesn't make you invincible—it simply offers some protection during the early stages, at the cost of some limitations to fighting moves. In fact, you may decide either to let the other character smash it off of your charcater slowly (or quickly, depending on the ferocity of the attack), or throw it off yourself. In any case, watching it fly across the arena adds some serious visual punch to matches—as does the ability to explode walls and to throw characters right through them. You can even finish a match by smashing your opponent with a meteor!

The game features five modes: Arcade, Versus, Survival, Training and Random, and there's also supposed to be an Internet option—although we don't expect actual online play. So. Two years after the release of the arcade version of *FV2*, the only question is whether a conversion can stand up against *Soul Calibur* and *DOA 2*. We'll find out soon!

CHRISTOPHE KAGOTANI

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** SEGA **GENRE** BEAT-'EM-UP! **ORIGIN** JAPAN **PLAYERS** 2 **ONLINE** NOPE **RELEASE DATE** 2001, WE HOPE

PLUSES [+]
Tons of action, fast pace; armor and walls make innovative additions

MINUSES [-]
Warning: may be a mile wide, but only an inch deep.

BOTTOM LINE [_]
It should look great, but will all gamers like the fighting style? Time will tell...

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"Hi, ladies and gentlemen. I'm Head Hunter, a bounty hunter in futuristic Southern California. I go around riding my motorcycle and shooting bad people. Oh, and did I mention that you can bounce a quarter off my rock hard abs? No?"

Head Hunter

Mr. Fett, take off that tiara—we're passing the crown to a new bounty hunter

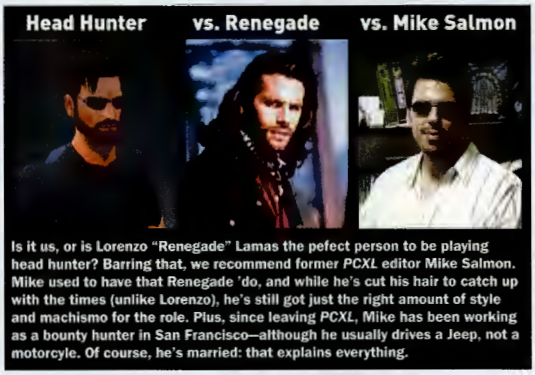
One of the most tanta-lizing surprises that Sega slipped into its recent E3 lineup—bristling with denials, disclaimers, and the PR equivalent of a flashing neon sign saying "Keep Out!"—was a mysterious little title called *Head Hunter*. Rather fittingly, it was being developed in the snowy wastes of northern Europe by Swedish company, Amuze. But beyond a handful of screenshots and some rough video footage, little else was revealed about the game. Until now.

Taking place in a fully-realized 3D world, *Head Hunter* mixes an unlikely story with some very promising gameplay details in order to give gamers a sneak peek at what the world would be like if the ESRB Rating Board replaced the government. Sound interesting? It is.

Head Hunter welcomes gamers to an altered US of the near-future, wherein governmental censorship has placed a strangle-hold on the culture and law enforcement lands in the hands of private contractors called "Head hunters."

You enter this new world as a shady, shades-sportin' bounty hunter. It's you're job to make sure that those wacky kids aren't sneaking any violence into their videogames or movies. The role is double-edged, in that you'll be using violence to enforce a no-violence law...which is kind of a weird contradiction, but (or therefore) it makes the whole premise just that much more realistic.

There'll be plenty of evil factions to take down, through a long and difficult process—which will somehow enable our hero, in the end, to dismantle the overbearing censorship laws altogether. Sounds pretty compelling...but you have to remember that these tidbits are little more than conjecture as *Head Hunter* is still so incredibly early in its development.



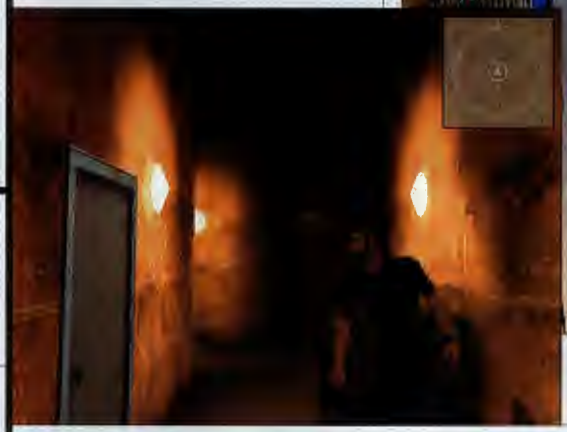
Is it us, or is Lorenzo "Renegade" Lamas the pefect person to be playing head hunter? Barring that, we recommend former *PCXL* editor Mike Salmon. Mike used to have that Renegade 'do, and while he's cut his hair to catch up with the times (unlike Lorenzo), he's still got just the right amount of style and machismo for the role. Plus, since leaving *PCXL*, Mike has been working as a bounty hunter in San Francisco—although he usually drives a Jeep, not a motorcyle. Of course, he's married: that explains everything.

With a storyline that's so fuzzy around the edges at this point, it's the gameplay and the concept that remain the game's strong suits. As evidenced by these screens, you'll have a choice between how you'd like to travel to your various rendevous points during the game: by foot or by motorcycle. And

Bathroom Hunter
This poor soul looks like he's eaten a few too many Chicken Crisper lunches at Chilis; he's holding his gut tighter than Evan holds onto reviewable Disney games. In this screen, he finds (at last!) what he has been searching for—the bathroom. Unfortunately, it seems like the stall is occupied. Hope he can hold it—or else, "Clean up on Aisle 4, please!"

Let's hope this game is a cross between the *Resident Evil* series and *Shenmue*.

After you're done drooling over the reflections in that far store window *(left)*, get a load of the sporty bike our hero gets to ride around on. You better get used to it, since this is going to be your main mode of transportation, as well as a nifty way to unlock cool new features and areas in the story mode. Like Mad Max, without the nuclear waste or Mel, *Head Hunter* also features a tournament "dome." Right on.



At this point in *Head Hunter*'s development, there's not a whole lot going on in the game's environments other than the random punching bag *(above)* or a closed door *(left)*. While we're quite sure this isn't enough to really get you all excited about playing this game, but from what we've seen in video form, you can expect loads of enemies and thugs wandering the halls (or gyms) for you to attack or be attacked by.

transportation isn't the only reason you'll need access to a two-wheeled vehicle. You'll also need your road hog in order to face off with dozens of challengers across the globe in the ominously named Aquadome.

Yes, you heard right. This is where *Head Hunter*'s Internet capabilities come into play: because, in the Aquadome, you'll be racing up to seven other DC owners. If you've got the skills to win, you'll unlock new features and items that will become available to you in the game's story mode. How's that for incentive?

And this is just the tip of the iceberg in terms of what Amuze is plotting to include. Cool extras like being able to use your VMU as a "beeper" in order to receive different messages or hints makes great use of an unjustifiably under-used peripheral. You'll also be able to use the Net for more than racing, by downloading numeric codes to access new or secret areas that are otherwise inaccessible.

All of these details combined are supposed to immerse you up to your earlobes in what Sega deems "an interactive movie." That can mean a lot of different things, both good and bad. If it ends up with the "interactive" feel of, say, *Shenmue*, then we're all for it. Imagine a fully realized world populated by various characters that you must talk to and interact with in order to further the action-driven plot. On the other hand, if it means "two minutes of gameplay in between three continuous cinemas," well, forget it. Who knows which way *Head Hunter* will ultimately jump—but we're hoping for the former.

While no firm date has been given for the game's release, you can expect it to be poised to launch sometime toward the later half of '01. If it lives up its promise, you can bank on a lot of headlines hailing it as the Next Big Thing in action/adventure gaming. Maybe even in the pages of **ODCM**—we'll be sure to tell you how it's coming along.

FRANCESCA REYES

Gratuitous Boba Fett Boxout #03

As a bounty hunter poster boy, Boba Fett may have a few lessons to teach to the lead character in *Head Hunter*. Because we don't have all of the details on the game yet, we can't tell you exactly what these lessons might be about: but that isn't what you really want to see here, anyway, is it? You just want another *Star Wars*-related boxout! And that's all the reason we need to write one. Here's a question: do the pages of **ODCM** contain more meaningless references to *SW*, or to Yuji Naka?

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** AMUZE **GENRE** ACTION/ADVENTURE **ORIGIN** EUROPE **PLAYERS** TBA **ONLINE** YES **RELEASE DATE** 2001

PLUSES [+]
Loads of realistic environments and lots of potential. As it stands right now, the ambition level here is amazing

MINUSES [–]
Whether or not that ambition level will be met, we don't know. Early footage showed the game running slowly and sparsely, but the key word is "early"

BOTTOM LINE [_]
If we had to put money on whether or not it'll turn out lovely...we'd bet YES. Sega usually comes through with the goods

Check out the handles in the lower corners *(left)*: you'll quickly develop a "rep"—good or bad—among other players. The graphic effects *(above)* are totally sweet, especially the alien slime.

Alien Front Online

In this part of the space 'hood, everyone can hear you scream...

Alien Front Online features a hackneyed plot, done-before gameplay, and a bafflingly unimpressive array of vehicles and weapons. And it should be number-one on your most-wanted list. Confused? Try looking at the third word in the title. *Online*. Okay. Now hold this thought while we get through the part that doesn't actually sound that great.

In a burst of extra-terrestial originality, the alien Triclops have decided to come to Earth, enslave (and probably eat) humanity, devastate the planet, drive slow in the fast lane and any other of a host of antisocial actions. Not surprisingly, it falls to you and your team of crack tank-drivers to stop the madness by fighting massive armored battles across Tokyo, Washington DC and other places where humans and aliens traditionally clash.

That's right. You drive a tank, fighting against organic, living, tank-like alien mechs. And yes, we just said *alien* twice. You get the idea, though. In the arcade version, you control your tank with real tank-style controls, but since we have no twin sticks in the US, on Dreamcast, you'll just have to use your D-pad.

Now here's the cool part: not only has the gameplay reached a level of transcendental sublimity that we haven't seen in the arcade since *Tokyo Wars* from Namco, but you actually can play online in teams of up to four human tanks versus four alien tanks. And you can play in any combination of arcade machines versus Dreamcasts. And you have your own permanent online handle that you can use at home or in the arcade. AND, thanks to Sega's new Dream Call technology, you can talk—in realtime—to everyone else who's playing. Call in orders to your teammates. Taunt your enemies. Cry for help. Beg for mercy. Shout in triumph or scream in defeat.

Although the game is a fine single-player experience, anyone who's played it in the arcade can tell you that the close-in levels, blind alleys and killing fields beg for teammates, which ever side you're playing on. Being able to speak to your mates (you can either limit communication to team members or talk trash with everyone playing) adds an entirely new element, making the game just that much more immersive and enabling a new level of strategy in the play.

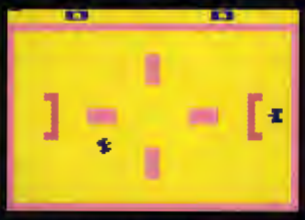
Luckily, too, the speech feature occurs against the backdrop of an impeccably designed game. We took some shots a minute ago at the conventionality of gameplay, but in fact, it makes sense. This is your traditional tank combat game. You can choose (on either side) from three tanks, with the predictable speed-armor-weapons tradeoffs. There are the predictable power-ups—tactical nukes, flamethrowers, homing missiles, hellfires, and grenade launchers for the humans, and gravity balls, guided drones, cloaking spores and meteor showers for the Triclops.

But—and this is crucial—A) this doesn't mean the game is bad. It possesses amazingly designed levels, and the control (at least in the arcade) is astonishingly good, making it one of the better tank games

www.DailyRadar.com

The juxtaposition of realistic war machines and bizarre, organic alien tanks is pretty cool *(left)*. Tokyo gets destroyed again *(above)*. Alien goop in the capital? Believe it *(top left)*. At least the aliens are honest about their plans for the citizens of earth *(top right)*.

Tank Combat Past



The first tank combat game was Atari's innovatively titled coin-op, Tank. (Trivia: it was the first post-Pong arcade hit). It basically sported the same gameplay as the 2600 pack-in game, Conbat: you control a tank and shoot bullets at another tank. Sometimes the bullets would ricochet off the walls and obstacles, and sometimes the tanks (or shots) would be invisible. The next major milestone was Namco's scrolling, scaling, top-down arcade masterpiece Assault—the gameplay was pretty much the same, but things were much prettier. After that, Namco again moved things forward with Tokyo Wars—a networkable full-size arcade 3D tank combat cabinet. PC players got into the online act with the massively multi-player Tanarus (Trivia: it was the game Verant did just before EverQuest), but it took the Dreamcast to add real voice communication to the mix.

we've played. And B) if you're going to add in 4-player team play, it's better, we'd argue, to add this new element to an established play style than to expect gamers to learn a whole new type of game at the same time that they're having to employ real team-play strategy for what may be the very first time.

Graphically, this is a first-party Dreamcast game—which means that it looks great. The levels look great, and there are tons of weapons and lighting effects to keep things interesting. Human vehicles (M1A1 tank, Merkava, and M-109) all look like their real world counter-parts, and the alien vehicles (two-legged walker, four-legged spider walker and hoverdrone) look a lot like the Grey ships you probably saw a hundred times on field trips to Area 51 when you were a kid.

Despite the challenges of 8-player online play, animations are also smooth and super-fast. The levels are small, but perfectly formed for maximum carnage in fighting—and everything in the level is destructible: you can indeed blow your way through buildings. The overall feeling is Beirut '86: dodging for cover, moving to cover your buddies, and kicking some serious alien ass in tight urban quarters.

Planned Dreamcast enhancements include extra weapons and vehicles, new deathmatch maps, and a brand new story mode. Plus, you can bring your VMU to the arcade, unlock special secrets and then take them home and use them on your Dreamcast version. So.

AlienFront Online? Cool.

CHRIS CHARLA

Official Magazine Dreamcast

PUBLISHER SEGA **DEV** SEGA **GENRE** TANK COMBAT **ORIGIN** JAPAN **PLAYERS** 1-8 **ONLINE** DUH. **RELEASE DATE** MAY 2001

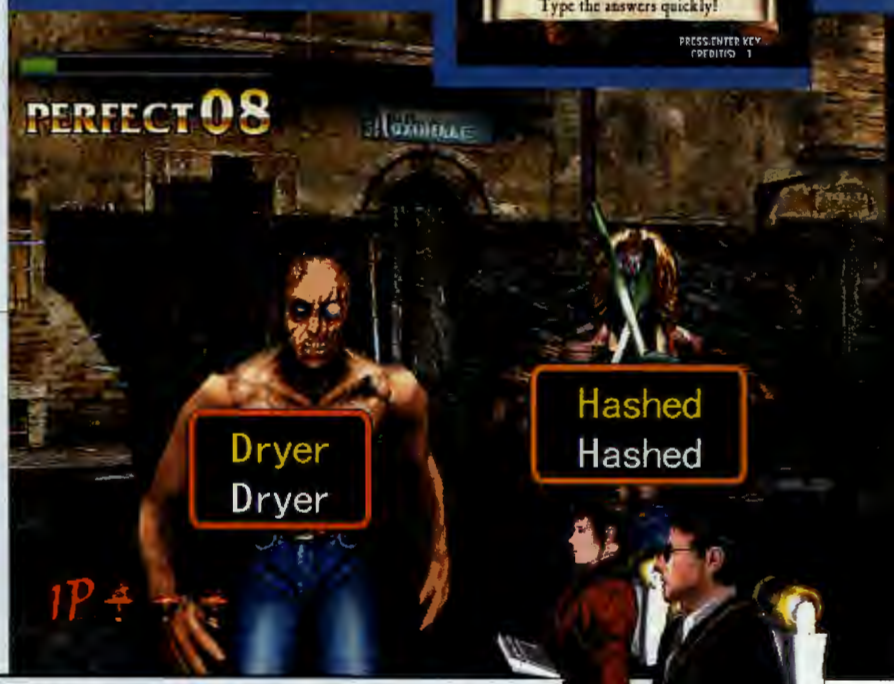
PLUSES [+]
Voice chat, 8-player combat mayhem, arcade + DC play, etc.

MINUSES [-]
Tank combat – done before

BOTTOM LINE [_]
This is gonna be killer. We've been waiting for the opportunity to yell "Go! Go! Go! He's on your flank!" and have it mean something for years now...

We can't think of a better word to describe a situation in which a decaying zombie pops out of the water, just as we are trying to save mankind. Rats indeed, good zombie...rats, indeed.

Unlike the original, *TotD* packs plenty of weird little mini-games within its zombie-infested gameplay in order to keep gamers pounding away at the keys. It's a cool addition to some already kickin' gameplay.



Mavis Beacon: Typist ... or *Zombie*?

EVERYONE LOVES MAVIS and her extremely helpful typing programs. If it weren't for Mavis Beacon Teaches Typing Ver. 9 on Macintosh, we'd all be handwriting our reviews and thus forcing you, dear reader, to decipher our crap cursive on purple dittoed prints. But imagine our surprise when we discovered that Mavis Beacon is nothing more than a fictional avatar (a la Bartles & James) created by the software company, to put a pretty face on those wonderful tutorials! We were actually kind of hoping to expose her as a zombie, but instead she's merely non-existent...which is just as good, right?

Typing of the Dead

Zombies and literacy: two great tastes that taste great together

Typing and zombies... rarely (okay, never) have the twain met in such a strange venue as Sega's upcoming *Typing of the Dead*, a near-remake of its classic arcade-to-DC lightgun shooter, *House of the Dead 2*. Originally released in Japan in order to promote the use of the DC keyboard, *Typing of the Dead* was warmly welcomed. But on the our side of the pond, the game has remained little more than an oddity of note (a *typed* note, of course). But this could change when the game releases Stateside in January.

The premise is exactly the same as the one found in *House of the Dead 2*: kill various attacking zombies in order to save a town overrun with all sorts of malodorous undead vermin. The catch is that you'll be doing it all with the aid of your keyboard, instead of with your lightgun or controller. Players will be challenged to quickly type various phrases and words that pop up on the screen in order to fend off the monsters—it's fast, furious and educational enough to make any junior high school typing teacher proud.

Everything in the game has been adjusted to suit the new peripheral as well, including in-game cinemas featuring the cast of heroes donning DC backpacks and strap-on keyboards instead of guns. Boy, is it a sight to cherish.

And while it may sound slightly silly, the actual gameplay is tough, challenging and pretty damn fun. Even the most seasoned typists, who've boned up on their skills by writing thesis-style emails (mostly to us, it seems) on their DC keyboards will find it difficult to flaunt the blazingly fast skills necessary for taking down multiple enemies—a task which generally requires the lightning-speed entry of words like "Zimbabwe" or phrases like "Everyone pledge allegiance to a corn-dog pagan god." (Okay, so we made that last one up, but it's comparable to what you'll find in the game.)

If you have a keyboard and were never very satisfied with the wimpified non-lightgun antics of *House of the Dead 2*, this may just be your ticket to enjoying one of the best zombie rides on DC. *Typing* is the ultimate niche game to master. And no, we're not joking. **FRANCESCA REYES**

Only Typing can Save Your Life

Can typing really save your life? Read our three-pronged argument and judge for yourself.

Reason #1. Deadlines on ODCM. The faster you type, the less you are in danger of being decapitated by Dina's flying scissor kick.

Reason #2. Money. Face it—unless you're some genius supreme, you're gonna need to have some typing skills to earn any real middle management cash in this lifetime. And although middle management can be seen as the working equivalent of zombification, at least...well...damn. There really isn't any justification for middle management.

Reason #3. If you've ever hacked into NORAD, you know it's true that fast typing can save your life and those of millions of innocent humans. Remember *War Games*?

Official Magazine Dreamcast

PUB SEGA **DEV** SMILEBIT **GENRE** SURVIVAL EDUCATION **ORIGIN** JAPAN **PLAYERS** 1-2 **PERIPH** KEYBOARD **ONLINE** NO **RELEASE** JAN

PLUSES [+]
The next best thing to a lightgun shooter, without the lightgun or the shooter

MINUSES [-]
Um, this isn't an established genre?

BOTTOM LINE [_]
Clearly, Sega is committed to bringing all flavors of DC weirdness Stateside. Call us strange, but we're stoked

COASTER WORKS™

Build The Ride of Your Life

Barrel rolls, straight aways, extreme G's and more! Fulfill your dreams with the most versatile roller coaster construction game ever!

YOU BUILD IT. YOU RIDE IT.

EVERYONE E CONTENT RATED BY ESRB

Dreamcast™

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XICAT INTERACTIVE

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TIME TO SETTLE THE SCORE ONCE AND FOR ALL.

FREE

CAPCOM® VS. SNK™

Two monster corporations at war. One solution.

A massive martial arts event, Millennium Fight 2000, is organized to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and SNK's world-renowned King of Fighters series' as they fight for universal domination. Capcom vs. SNK…the ultimate collision of strength and power.

CAPCOM
CAPCOM COM

TEEN T
CONTENT RATED BY ESRB
Animated Violence
Suggestive Themes

Dreamcast™

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TEST ZONE

Note to Shaq: Eat it.

NBA 2K1

Throw one down

Last November, Visual Concepts released *NBA 2K* to a fairly muted response. It was arguably the best basketball game ever developed, yet under the Godzilla-sized shadow of VC's own *NFL 2K*, the title was somewhat overlooked. Complaints were lodged against its unnecessary animation sequences (which slowed the pace of the game), some all-too-ineffective dribble moves, and frequent play-stopping collisions on dribble drives...essentially, there were all kinds of gameplay elements that simply lacked the polish and finesse of a truly A-plus title.

Fortunately, this year's sequel has addressed most of these gripes very much like John Starks addressed Michael Jordan and Horace Grant in the '93 playoffs: "Sorry 'bout kicking your ass, there. Did it hurt, sucka?"

Gameplay is in many ways similar to that of last year's version, with the analog stick and button combinations reamining essentially unchanged. What makes a huge difference, however, is the number of refinements that VC has made to its old, established formula—the developer has managed to tune some basic features quite nicely, and, in doing so, has made the game significantly more playable.

Among the offensive

Ewing with the fadeaway 15-footer. You can't stop him. You can only hope to contain him.

The Human Highlight Film returns *(top)*. There are plenty of moments in *NBA 2K1* where you'll be watching a replay with your mouth agape, saying something along the lines of, "Ohmygod. This rules."

improvements is the greatly improved post-up game: Backing your opponent down with your back to the basket is now a far more accessible option, and the war in the paint is now significantly more realistic. Players make use of their bodies to effectively establish position, and now have several options available to them from the post position. The move to a quick turnaround jumpshot is both simple and efficient, and it actually makes the post-up game a viable option for players who choose this form of attack.

As opposed to *NBA 2K*, crossovers and spin moves are now extremely effective. Rather than simply providing a visual representation of the move, they actually serve to get you *around* your defender in convincingly realistic fashion. Players make much better cuts without the ball, and taking jumpers with a man up in your grill is an altogether bad idea: Expect a nasty rejection letter, delivered promptly via airmail. Oh—and just wait until you see the swat blocks...

Take it outside!

ONE OF THE MOST entertaining options created especially for *NBA 2K*'s sequel is the new Street mode. Taking a page from real life, this feature enables you to hold court on various famous (or notorious) public park and inner-city blacktops.

For the record, Evan would like to state his opinion—in print—that the Knicks' management has single-handedly destroyed one of the hardest-working, over-achieving and downright coolest basketball teams of all-time. Tip: bring back Ewing, Oakley and Starks, ditch Glen Rice and Travis Knight, and win the big fella a championship. Fools.

This year, players can also more effectively control the tempo of the game. While the emphasis is still on speed, quick hits and transition offense, players can slow the action down if they want—and the on-point passing means that getting into a half-court set and hitting the open man for a jumper is a very feasible proposition.

Making that jumpshot,

Welcome to TESTZONE

ODCM's Electoral Review College

If there's one thing that the review staff at ODCM isn't, it's unfair. This ain't no stinkin' monarchy, bub. Instead, it's a finely crafted system with loads of checks and balances. So, in essence, everything from Evan's crazy street lingo to Greg Orlando's obsession with Boba Fett gets an equal chance to reach the public. And we hand-count, too. God bless America.

GREG ORLANDO

Reviewed: Resident Evil 2, Super Runabout

What can we say about Greg that we haven't already posted in every single past issue of **ODCM**? Well, we could say that he's the original "Bad Mamma Jamma", but that would be a lie. Instead, let's just settle for the fact that he's a man who loves zombies. Not *that* kind of love, but the love between a mother and son. Geez.

CHRIS CHARLA

Reviewed: Hoyle's Casino, Ms. PacMan Maze Madness

True story: Chris loves oldskool gaming and all things thereof, thus this issue's review of *Ms. PacMan Maze Madness*. But the real deal is that he actually loves the '80's quasi-hair band Journey even more. We can't say that we're not scared by this knowledge, but hey–at least they have a videogame, right?

GARRETT KENYON

Reviewed: Spec Ops II: Omega Squad, KISS Psycho Circus

Former **PCXL** editor, Garrett Kenyon, would like to state for the record that he's not into games simply for the gore or the shooting. He actually prefers realtime simulations that feature unicorns and kittens, when he's not trading stickers with his pals. He especially likes the puffy stickers of Sanrio characters.

DR. JAMES PRESTON

Reviewed: Surf Rocket Racer, BANG!: Gunship Elite

You may remember James from such **ODCM** reviews as *Metropolis Street Racer* and *The Ring: Terror's Realm*, but this issue, we challenged him further by forcing him into his swimsuit for a little jetski action in Crave's *Surf Rocket Racer*. He may not say too much about the game, but he loves duckies.

EVAN SHAMOON

Reviewed: NBA2K1, Ready 2 Rumble Round 2

Little known fact: **ODCM**'s own Evan Shamoon is one of the most notorious trashtalkers in the business, which made him a perfect choice for reviewing *NBA 2K1* and *Ready 2 Rumble 2*. He's also a big Patrick Ewing fan, and he cried like a little girl when Ewing was traded to the Sonics.

Our Scoring System

No, pal, not that kind of scoring system. If it were, we sure wouldn't give it away for free—we'd be selling it in the back of *Maxim* for $29.99. And Evan would have a date this weekend.

We score games on a scale of 1 to 10. When we believe a game is just average, we give it 5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. And we've even added a spiffy new scoring system for graphics, sound, control and gameplay!!

Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smiley-face score system. We hope you'll find it self-explanatory.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	its mom loves it
1	coaster

Dream Game Award*

With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that is so duly honored is guaranteed to be good, no matter who you are or what type of games you like to play. An essential purchase!

Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.

As of this writing, the 76ers are 8-0. This is especially impressive considering the fact that just a few years ago, the 76ers had a total of nine wins over the course of an entire 82-game season. Nothing a little shot of superstardom (read: Iverson) can't fix.

Gerv-in gets his swerve-in: Aside from *a little finger-roll*, the Iceman can also throw down poster-inducing facials such as this one. We want to know what's up with gorilla-man down there in the front row.

NETWORK PLAY

NBA 2K1'S NETWORK INTERFACE is more polished than that of its NFL counterpart. Players can set several filters, including the opponent's rate filter, keyboard filter and game mode filter (street, exhibition, or both) to find the most suitable online matchups. The game also has ten chat macros, which can be assigned to keyboard buttons for quick trash-talking during play.

Unfortunately, when it comes to the action itself, VC's b-ball game doesn't have quite the flow that NFL 2K1 accomplished with its online play. The primary reason for this—aside from the ever-present lag issue—is the fact that basketball is much more of a twitch sport than football (well, at least when you're using your thumbs and a control pad to play it). Because of the relatively small margin for error—in either making a defensive play or hitting a jumpshot—things can get a bit touchy. So when there's lag, unless you anticipate where your opponent is going at the precise moment that he attempts to go there, you can consider yourself toasted. Same goes for jumpers: the millisecond delay changes the moment of release from the apex of your jump to a split-second before or after.

But in the end, the quality of your online experience depends on your connection (and your opponent's connection as well). When we played, there were times when things went swimmingly—while at other times, the jerky action made us want to fling the controller away.

however, is more difficult. Like last year's game, *NBA 2K1* demands that players release the shoot button precisely at the apex of their jump, or else risk taking a trip to Brick City. While it is reasonable to accede that developers should be able to count on players having at least some skill at hitting a jump shot, we were surprised at the number of reliable shooters who missed open jumpers.

NBA 2K1 retains its Season, Franchise, Exhibition, Tourney, Practice and Quick Start modes, and adds Street and Network options to the fray as well. While it might seem merely tacked-on, the Street mode is a spectacularly entertaining addition. Gamers get to ball on real-life blacktops like The Cage in NYC and Franklin Park in Chicago, and each of the street courts is depicted in near photo-realistic detail. Players compete in a variety of different matchup options, from NBA Jam-style up-tempo two-on-two contests to more traditional, NBA-style five-on-five games. This mode captures the essence of street hoops very well, with passing cars and trash-talking providing the ambient noise.

Still, for as long as they have been around, basketball games have lagged several steps behind the quality of their gridiron counterparts—and sadly, this one is no different. While it remains the best console basketball game on the market (by a landslide), *NBA 2K1* frustrates for several reasons. Many of the AI routines are simply too strict; gameplay is hampered by an inordinate number of steals; and player collision boxes are bigger than they should be. This often leads to a fair amount of awkward bumping and shoving when you attempt to bring the ball into the paint, and makes defense more of a hit-and-miss affair than the straight-up sort of kill-by-skill that it should be.

Far from being just a statistaical update, yet not quite perfect, NBA2K1 is clearly the best console b-ball game ever made: it's an absolute must-play for sports fans. **EVAN SHAMOON**

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** VISUAL CONCEPTS
ORIGIN US **PLAYERS** 1-8 **RELEASE DATE** OUT NOW
GENRE SPORTS **ONLINE** YES

GRAPHICS 9
Amazing animation, great player models.

SOUND 8
Quality hoops sounds, good commentary.

CONTROL 8
Has momentary lapses, but overall very good.

GAMEPLAY 9
It's not perfect, but this is *the* best b-ball game.

Score: 9

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"Right! Left! Right! Illegally-sharpened hairdo stab!"

Afro Thunder goes head-to-head (well, more like head-to-toe) with Shaq Diesel. True Story: Midway staged an event in Las Vegas, in which the real Afro and Shaq squared off in the ring to play a match of *Round 2* on the big screen.

Ready2Rumble: Round 2

Don't call it a comeback. Midway smacks us upside the head once again

Subtlety comes in many forms. We here at **ODCM** can safely say, however, that Midway's *Ready2Rumble* series is *not* one of these forms. *Round 2* brings back all of the ridiculously over-the-top antics that made the first game such a gem, and adds to it a host of improvements—mostly in the form of more/more/more. And while the game certainly won't give anyone who didn't care for the original title anything to write home about, the sequel proves to be a worthy successor. It's a damn good shot of mindless entertainment.

True to form, *Round 2* diligently continues Midway's legacy of pick-up-and-play gaming, eliciting such hard-hitting, hyphenated descriptions as "smash-mouth" and "in-your-face" from game journalists nationwide (yours truly included, apparently). This is straight-up twitch-gaming for the masses—*Round 2* effectively translates the sweet science into the sweet violence, while holding on (albeit loosely) to all of the fundamental rules and principles of the sport. It may be all hopped up on goofballs, but it's still boxing. So, please: no kicking.

When it was first displayed to the public in the months leading up to Dreamcast's launch, the original *Ready2Rumble* blew gamers away with its shiny, polished visuals and wonderfully engaging personality. Characters came to life (by beating one another to a pulp: ain't it grand?), and imbued the game with a look that was all its own—and distinctly next-generation. Punches landed with an immensely satisfying quotient of 'thwap', and the skin on opponents' faces wibbled and bruised accordingly. Heads snapped realistically in whatever direction they were punched, and each round's progress was recorded in cuts, bruises and sundry bodily redecoration. Of course, while all of this made for an enjoyable slugfest, the depth of play wasn't far removed from an exceptionally good match of Rock'Em-Sock'Em Robots.

New Kids on the Knock Your Block Off

READY 2 RUMBLE: ROUND 2 introduces some not-so-/all-too familiar folks:

Robox Rese

Hillary Clinton

GC Thunder

Freedom Brock

Freak E. Deke

Bill Clinton

Midway's attempt to address this problem comes in the form of much-improved character AI, more advanced moves and a slightly deeper fighting model. Beating up on the computer is far more of a challenge than it was last year, requiring a somewhat deeper mastery of the game's controls—button mashing will simply *not* put your opponent down for the count, no matter how many punches per minute your fists of steel can throw.

Instead, players will have to come to grips with multiple-button attacks and combinations, and get good and agile at using the dodge button. It takes more than a little bit of the old rope-a-dope to get through this one (that's right, the computer will now not only attempt to back you into a corner, but will

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Michael Jackson certainly has a big enough target to hit in Big Mama Tua. What's cool (from a certain point of view—like, the one that doesn't make your toes curl up in horror) is that when it's played on a VGA monitor, *Round 2*'s level of detail allows you to see the individual stretch-marks on Mama's body. The game has a shiny, polished look that reminds us a lot of *Rocky IV*.

David Lee Roth would kill for these purple ankle-warmers...and so would Dina. The level of detail in *Round 2*'s costumes and environments is impressive: check out the scuff marks on this floor, for instance.

aggressively attempt to fight it's way out of whatever corner you've backed it into).

In terms of bulk, *Round 2* has signed several new boxers to its list, the most recognizable of whom are King of Pop Michael Jackson and fab movie star Shaquille O'Neal. Eleven of the game's original boxers make a return—all with new costumes—and another five newbies round out the pugilistic lot. Each of these cats has been equipped with a new menu of taunt and victory animations, as well—the quality of which is fairly disappointing. Midway must've hired some Rogaine-popping LA producer-type guy to supply the 'attitude': and the resulting barrage of '90s-chic, over-the-top ethnic stereotyping is stale from the get-go—particularly since most of these utterances weren't ever funny.

Graphically, the game has seen only marginal upgrades: textures seem cleaner, character animation has been smoothed out a bit and little touches like bouncing afros have been added to embellish the visuals. And several new camera angles—most notably the Telephoto lens—give these graphics a nice new sheen, as well.

The poorly-recorded voices and a lack of any in-game music don't especially help matters, however—and neither do the obtrusively long load-times between matches. It's never wise to slow the pace of a game that is based almost entirely upon its frantic, non-stop pacing.

This *Round* does come out swinging with additional modes, including Tournament (which can accomodate up to eight players!) and Team Battle, in which you join one other person to battle up to eight opposing boxers in a last-man-standing series of bouts.

Also worth noting is the game's new-and-improved training mode, which includes a fully 3D trainer and sparring practice against a passive AI opponent. Mini-games include stair-climbing, jump rope, aerobics, weightlifting, sway bag, heavy bag and speed bag. These are mildly entertaining diversions, in a *Space Channel 5*-without-the-style kinda way, and they're necessary steps in your journey to the championship mode. The only bad thing was that it kept reminding us to get out and get busy with some real-life exercise instead of sitting at our computers. Which we clearly didn't do. Oh, well.

As in *Round 1*, the key to winning is timing: if you're not on your game and picking your spots, you'll be kissing canvas faster than you can say "Floats like a butterfly, stings like a bee." The original game's Rumble punch has returned, and can now be built up three times over—with each build, of course, being more powerful than the last. If you manage to build up your Rumble meter all the way, you can stage massive comebacks in even the most dire of circumstances. This feature, along with the fact that taunting can now build up your Rumble meter as well, adds a great deal more depth to the game.

Perhaps the most disappointing thing about *Ready2Rumble: Round 2* is its lack of online multiplayer capacity. With a game like this—after Midway has had a full year to figure out how to implement online support—this feature should have been a no-brainer. Frankly, we think Midway should have gone the extra mile; we would have enjoyed beating our overseas amigos to a pulp. Still, there's satisfaction to be had, here—for both first-time players and *Ready 2 Rumble* vets alike.

EVAN SHAMDON

Official Magazine Dreamcast

PUBLISHER MIDWAY **DEVELOPER** MIDWAY
GENRE BOXING **ORIGIN** US **PLAYERS** 1-2 **ONLINE** NO **RELEASE DATE** OUT NOW

GRAPHICS 9
What was already very pretty's been improved

SOUND 6
Some very stupid voice samples. No music

CONTROL 8
Simple but effective—gets the job done

GAMEPLAY 7
You've played deeper games. But this is FUN

Score: 7

"*Hoyle:* a great place to try out strategies before heading to Reno." CHRIS CHARLA

KNOW WHEN TO RUN

IT'S A SHAME THAT one of the best elements in *Hoyle*—on paper—turns out, in practice, to be its biggest problem. Since the 'feel' of gambling has as much to do with the players as the play, the addition of NPCs should have upped the fun ante. Instead, it slows the program down so much that even Kenny Rogers wouldn't be able to run (or walk quickly) away.

This game offers Vegas-style gambling, sans loan sharks and Siegfried and Roy. Which is great, but we do miss those tigers.

Hoyle Casino

Worth a gamble? (Snicker, snicker.) Don't bother putting on your poker face

There's a lot to like in *Hoyle Casino*. Unfortunately, there's also a lot to dislike, and it's no sure thing that you'll be able to slog through the disliked parts to get to the good stuff.

First, we'd like to say we don't have anything against Dreamcast games made with the Windows CE operating system—but we do. Why? *Hoyle* is a perfect example: loading times are long, and the game periodically pauses for a few seconds to load what seems like one or two frames of animation.

But lets go back to the good stuff for a minute. This is an exhaustive casino simulation, with blackjack, craps, pai gow poker, regular poker (including stud, draw and hold 'em), video poker, roulette, and about a million different slot machines.

Each of the modes is very well done. There are enough options to configure any of the table games to any rules used at any casino we've ever been to, and there's extensive stat-tracking and even a small tutorial for each game. The game supports up to four players, but if you're playing alone it'll add in NPCs for a real casino feel. Each character has a cartoonish look, a distinctive personality/betting style and a small, unique library of animations and speech.

Unfortunately, this is where the problems start. We liked the idea of the characters—but whenever they're turned on, the program is so damn slow it's almost unplayable. Every hand in blackjack, it seemed, featured at least one major disc-accessing pause. This was just infuriating: it destroyed the very rhythm that makes gambling so fun. To counter this effect, you could turn off all of the characters and animation to speed things up, but then it wasn't much better than playing any of the myriad of free casino games you can find online. The lack of online play was also sorely felt. If we'd been able to play online, things would have been so much better—but that's the case with just about every new game these days, it seems.

We liked the stat-tracking and we liked the card-counting help in blackjack. The game was fun to play with friends, and it was also a good place to try out some strategies before **ODCM**'s monthly trip to Reno on the Lucky Tours bus with our petty cash fund.

So. Underlying gambling algorithms and variety of games: great. Overlying interface and character graphics and animation: rubbish. If you're willing to tolerate the slowness and jerkiness of the graphics, this game may well be worth your $40. But we wouldn't bet on it. **CHRIS CHARLA**

Official Magazine Dreamcast

PUBLISHER SIERRA **DEVELOPER** SIERRA
GENRE GAMBLING SIM **ORIGIN** US
PLAYERS 1-4 **ONLINE** NO **ESRB** E **PRICE** $40

GRAPHICS 2
Jerky, 2D animations with frequent disc access

SOUND 6
Pretty good variety in player comments

CONTROL 5
Why does it default to "hit" when I have a 20?

GAMEPLAY 6
Deep down it's good, but getting there is too hard

Score: 5

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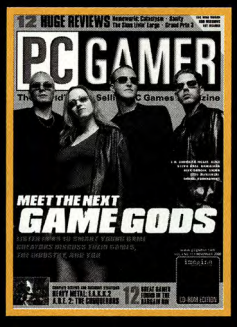

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Animated Blood and Gore

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Check out these Egyptian themed ghosts—touches like this abound. See those cliffs *(below)*? Don't worry, you can't fall off them: you are basically stuck in the maze, so platform jumping never really enters the play. If your g-friend is not down with Dreamcast after you've shown her Ulala and *Samba*, this may do the trick.

From eating dots to printing dots...

ALTHOUGH SHE'S BEEN a staple mascot for years, the DC iteration of Ms. Pac-Man is actually Namco's first go 'round with the title. The original Ms. Pac-Man was a conversion kit for Pac-Man machines made by a company called GCC Technologies and marketed by Bally-Midway, distributer of Pac-Man in America. GCC, which was started by a couple of MIT undergrads. It's still around, by the way—it now manufactures and sells laser printers for Macs and PCs. The printers aren't as fun as Ms. Pac-Man, but they're really nice machines (Chris's dad has one; he loves it). Check 'em out at www.gcctech.com.

Ms. Pac-Man Maze Madness

The Material Pac is back!

Sometimes a game so strongly defines a genre that it's impossible to imagine the genre without it. *Tony Hawk* and skating games. *Street Fighter* and brawlers. *Pac-Man* and mazes.

So it's appropriate that nearly 20 years after she entered the scene, Namco's *Ms. Pac-Man* sticks to her roots. This is *maze game*, boys and girls. Eat the dots. Avoid the ghosts. Eat the power pellets. Now eat the ghosts.

Of course, Namco has made some changes to bring *Ms. Pac-Man* into the 21st century. The game is now in 3D, and rather than levels, you have stages and worlds a la Sonic (actually, the stage structure—and in fact the entire game structure—bears a striking resemblance to the PlayStation game *Ape Escape*), with each of the stages in a world sharing a similar graphical flavor.

As explained in the very nice, traditionally animated intro and cut-scenes, *Ms. Pac-Man* is sent into these different worlds and times via a special machine created by Professor Pac. Why? If you've played a game before, you won't be surprised to hear that it's to recover the gems of virtue, which have been scattered throughout time and space by the ghosts—and if they (the gems) aren't recovered, they threaten to destroy Pac-Land.

Although the levels themselves are maze-based, these aren't the mazes you'd expect to see in *Ms. Pac-Man*. Like we said, they're in 3D—but they also scroll and feature several new items, including moveable walls, jump pads, warp zones and more. Completing each maze gets you a star, but to fully beat the game, you'll need to do more than that—you have to beat each level under a certain time and get all the dots, etc. Of course, once you leave a stage you can always return to try to complete the challenges later.

Mo' GCC Facts

GCC (see boxout above) was also responsible for the creation of the Atari 7800 system, and almost half the games Atari released for the 5200. And Foodfight. Damn. They're good.

Graphically, everything is sharp and high-res, but polygon counts (and everything else) seems identical to the Play Station version. It's a pretty simple looking game, so that's not a bad thing. But we would have liked to have seen some Dreamcast flair—lighting effects, better sound—*something* to distinguish it.

As for the gameplay, it's fun and incredibly easy to get into (making this ideal for playing with kids or your non-gameplaying significant-other), but the maze gameplay does start to get a little stale after a few hours. Luckily, cut-scenes are good enough that you'll want to keep going to see them. But don't be surprised if this game ends up shelved long before you've earned every star. After all, it isn't like you haven't played this game before...

CHRIS CHARLA

Official Magazine Dreamcast

PUB NAMCO DEV NAMCO GENRE MAZE CHASE
ORIGIN US PLAYERS 1 ONLINE NADA ESRB
PRICE $47.99

GRAPHICS 7
Cute, simple, but not beyond the PSX version.

SOUND 6
Nice, but again, nothing amazing auraelly

CONTROL 8
Analog, smanalog: this is pure digital, baby.

GAMEPLAY 7
Easy to get into, but it can get a little tiring...

Score: 7

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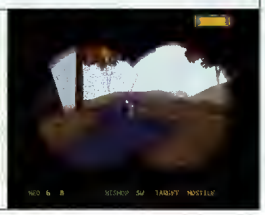
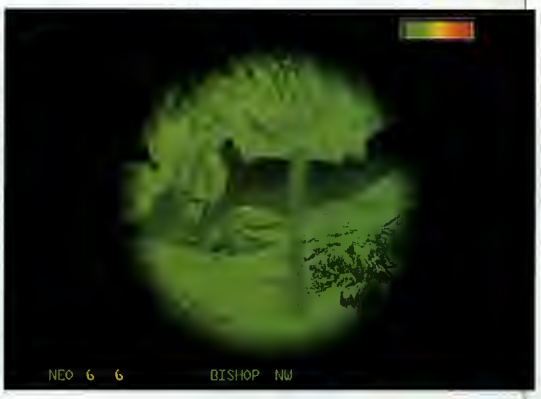
The crosshairs give you a good view, but there's no way to zoom and the accuracy is extremely iffy. The end result is one frustrated sniper who looks a lot like you.



This night-vision scope lets you attack at night. The bummer of this game is that almost every piece is here; it just fails to add up to more than the sum of its parts (especially considering the online part, which isn't there at all). Still, if you're into tactical combat, it's probably worth a rent to see if you get into it more than we did.



See this? You should be impressed. Killing people from long range via the scope is actually wickedly difficult.

SpecOps II: Omega Squad

A PC hit and a DC miss—well, actually, a near miss. It kinda *grazed* us...

It's no surprise that Ripcord virtually snuck *Spec Ops II Omega Squad* out the door with little fanfare. With tons of real-world missions and weapons, input from the US Army's first Special Forces team and a well-established product line (*Spec Ops I*, *Spec Ops II*, and a *Spec Ops* add-on pack, all for PC behind it), *Omega Squad* should be an immediate hit.

Unfortunately, though, it seems that the DC version has taken a back seat to the PC version when it comes to quality. It isn't the graphics—they hold up in competition against visuals in any other DC shooters. And it isn't the gameplay—it's quite satisfying, with a huge number of missions incorporating different objectives to be completed (in fact, we would go so far as to say that the depth and skill required to master a game like *Spec Ops II* makes it an entertaining strategy romp). So what's there to complain about? What the game *doesn't* have.

First off, a multiplayer mode is conspiciously absent from the game. Secondly, there is neither hide nor hair of even the remotest semblance of any online support to be found. It may be nitpicky to complain about such things, but *Spec Ops II* is hitting store shelves just as SegaNet takes over the DC gaming world (and there's already an online community built around the PC version), and it's a pretty big thing to leave out. Okay, it's a REALLY big thing to leave out.

Another thing absent from play is diagonal strafing–a feature that enables players to push forward and strafe at the same time, in a diagonal motion, thus helping them dodge bullets and negotiate terrain. This omission makes navigating the landscape difficult when trying to elude sharpshootin' enemies. Also, your crosshairs reticle is shamefully inaccurate. It's frustrating to fire off what should be an instant lobotomy shot, only to watch your bullet zing harmlessly over your enemy's shoulder. And the sniper scope doesn't allow players to zoom in and out—you've only got the option of one real close-up view.

Even with these flaws, *Omega Squad* would've been passable only a mere three months ago. But with some awesome tactical military games already available and several stellar new shooters due for release any day now, *Omega Squad* simply doesn't shine brightly enough to dazzle.

GARRETT KENYON

View to a Kill

One interesting feature of Spec Ops II Omega Squad is the Drop Camera option, which enables players to drop a camera into a certain spot and to watch the action from that point of view. While it is somewhat difficult to control your character in this mode, it definitely makes for some interesting gameplay moments. Besides that, the game also allows you to play from either first- or third-person points of view.

Official Dreamcast Magazine

PUBLISHER RIPCORD DEVELOPER RUNECRAFT
HOUSE GENRE STRATEGY SHOOTER ORIGIN US
PLAYERS 1 PERIPHERALS VMU, JUMP PACK VMU
PAGES 17 ONLINE NO ESRB M PRICE $49.99

GRAPHICS 6
While some elements are outstanding, the overall presentation is fairly bland

SOUND 5
Standard military shooter fare

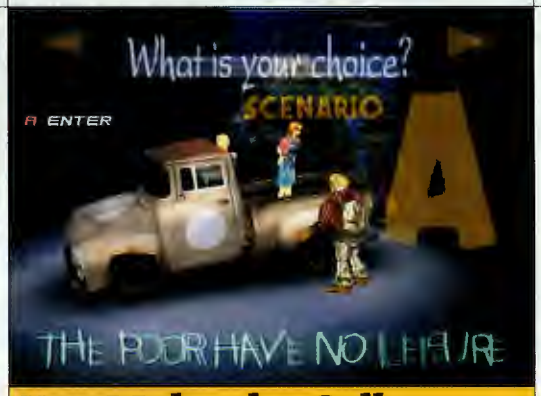
CONTROL 4
Not being able to sidestrafe is perhaps this game's biggest deficiency

GAMEPLAY 6
While it's a fun game to play, there's too much left out for a higher score

Score: 5

"Everything in *Super Runabout: SFE*'s world is fodder for destruction." GREG ORLANDO

We've experienced the carnage that occurs in this game—in real life. And we said to ourselves, as we waited for the cop to finish writing up his report that night, Wow—this sucks! Videogames are way better than life.
TIME LIMIT
177
WARNING !! DAMAGE MAX
x4
TIME 02:02:33
AMOUNT $376,400



You Make the Call

A THE POOR HAVE NO LEISURE!

THIS CRYPTIC PHRASE, WHICH appears onscreen during the courier scenario of *Super Runabout: San Francisco Edition*, troubles us. It brings to mind words like 'socio-economic' and 'disenfranchised', which have been gathering dust in the back of our mental closets since college. Does this text imply that po' folks don't "get" leisure, or that they simply can't afford it? Does it insinuate that the elegant pleasures of sitting on a veranda while manservants prepare mint juleps and watercress sandwiches would simply be wasted on the poor? Is it because the word 'regatta' doesn't appear on spelling lists in most public schools? Or maybe we just need to take a nap.

B BAD NEWS HAS WINGS!

ANOTHER PITHY BON MOT, "BAD news has wings" (screen not shown 'cause it looks just like the one above, only with the words "Bad news has wings"), introduces the game's police scenario. News (of the 'bad' ilk) has thusly been given the characteristics of a bird—which could suggest, by logical extension, that it can, in fact, defy gravity and fly south for the winter. Or that it can beg for a cracker—as in, "Bad news wants a cracker"—or mate for life like a parrot if it happens to meet a tidbit of good news that it likes...two opposites sticking together like male and female bits of Velcro...

Super Runabout: San Francisco Edition

We left our hearts (and our hubcaps and our fenders) in San Francisco

Kiss those pesky traffic rules goodbye. *Super Runabout: San Francisco Edition* invites players to engage in such destructive and overly fun activities as smashing into stuff, blowing things up, performing dazzling *Dukes of Hazzard*-esque jumps and running down innocent pedestrians. It is, in short, a true-to-life portrayal of everyday automotive life in San Francisco.

The game offers mission-based play wherein Dreamcast drivers can choose two different occupations (cops or couriers) and gain valuable dollars by wreaking havoc on anything and everything. Basically, you can think of *Super Runabout* as *Crazy Taxi*'s less insane cousin, *Mildly Wacky Taxi*.

Super Runabout does an excellent job of sustaining a goofy tone, asking players to derail a runaway cable car, collecting bombs and plowing through the city collecting fixings for a hot dog. Everything in this decently rendered world is fodder for destruction; collisions are portrayed in the most exaggerated way possible, with cars hurtling in all directions, shattered glass spraying wildly, radiator steam gushing into the sky and hoods and fenders buckling like the French in World War II. Even a lowly motor scooter can be used to smash up a great big bus and the effect remains both wonderfully comic and oddly endearing.

There are approximately 25- plus cars to unlock, including a tank, a street sweeper, a bus, a limousine, and—we are not making this up—a piggy. An ever-imposing time limit ensures a manic pace for every mission, and the well-designed streets (modeled authentically on the real McCoy) contain all kinds of shortcuts, just waiting to be discovered.

Remarkably, this game succeeds on many levels, and certainly despite its failings. Interplay brought it over from Japan after toiling mightily to fix a small plague of problems, but they weren't totally successful. Some of the vehicles still handle sloppily, and even a neat garage option, which enables fine-tuning of individual car parts, does little to rectify the situation.

Add in some egregious clipping and collision problems that manifest every time you hit a pole (moving objects are initially stopped by such an obstacle and then allowed to pass right through it), and you'd expect disaster: but none of these potholes is quite deep enough to cause a total wreck. It's more like a lovely mess. GREG ORLANDO

Magazine Dreamcast

PUB SEGA **DEV** CLIMAX ENTERTAINMENT **GENRE** FISHING **ORIGIN** JAPAN **PLAYERS** 1 **ONLINE** NO **PERIPHS** STEERING WHEEL **ESRB** T **PRICE** $39.99

GRAPHICS 7
Think a muddier vesion of *Crazy Taxi*'s graphics

SOUND 6
The wonderful sound of a car crashing into everything

CONTROL 5
Darn those slippery and spastic cars!

GAMEPLAY 7
Fun reigns over all the game's problems

Score: 7

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IN YOUR HEAD, IN YOUR HEAD, ZOMBIE ZOMBIE ...

BACK IN THE 1960s, all you needed for rock stardom was to claim British citizenship. Rockin' rollers The Zombies, who neither rocked nor rolled with notable aplomb, managed to carve out a brief piece of fame with a series of quirky but 'seminal' songs. They're indirectly responsible, it's said, for phenomena like The Doors, The Kinks, and a whole series of UK passports. A few hits like "She's Not There" and "Time of the Season" weren't enough to keep the Zombies alive, and after five years, they called it a day: just as their final album (which went platinum) Odyssey and Oracle was about to be released. In an odd twist, CBS records attempted to resurrect the dead Zombies, but the boys in the band demurred...

"*Dear Abby:* Ever have one of those days when you feel like everyone is just, like, totally falling to pieces and taking all of their problems out on you? Or like people and things are out to get you all the time? I mean, I keep telling myself I'm just being paranoid, and that I probably seem just as, like, defensive and angry to them as they do to me...and I think, Okay, maybe if I'm nice to them, they'll be nice to me. And then they try to kill me again. Is it me? Why can't we all just get along? —*A Girl In Trouble*"

Resident Evil 2

Swimming gorgeously in the dead pool... Come on in, the water's fine

Ah, zombies. Their shambling, flesh-eating antics provide endless fodder for some of Dreamcast's finest titles. Now, Capcom is adding what might be its greatest non-DC exclusive epic to the undead mix: *Resident Evil 2* joins the party on Dreamcast.

A 3D, third-person survival horror masterpiece, *RE2* puts heroine Claire Redfield and newbie cop Leon Kennedy into a warzone, where the Ungrateful Dead are on tour and livening things up. Claire and Leon star in separate but interconnected adventures, which sprawl (and bleed) over two GD-ROMs.

The game itself remains unchanged from its PC, Play Station, and Nintendo 64 iterations in terms of plot and pacing, but updated graphics add extra punch: characters and background seem even more endlessly ominous, not to mention sharper and crisper.

Few games have ever come close to capturing *Evil 2*'s oppressive mood, decidedly creepy storyline and horrific enemies. The Raccoon City Police Department headquarters where most of the adventure plays out is more tomb than hall of justice; every dull slap of shoe against tile, every darkened corner and every moaning member of the Recently Exhumed Club helps to build a monument to delicious terror. The game seems to take perverse pleasure in administering brief shocks (i.e., greedy, tentacled hands shooting out of a hole in the wall and grabbing at the hero, or a tantalizing glimpse of something scampering across a window pane and quickly disappearing into the murk) to churn the adrenaline at random intervals.

These scary elements, designed to elicit brute reaction, are mixed with moderately difficult puzzles that'll stir your intellect. It's a heady combination—and a clunky control system, which can often turn walking in a straight line into a Herculean task, was never a distraction big enough to pull us out of the game. In fact, nothing could stop this zombie hell from being...well, heavenly.

GREG ORLANDO

BUILD A BETTER ZOMBIE ...

ACCORDING TO WEBSITE The Webtender (www.web tender.com), a fine zombie can be conjured from the following ingredients: Light rum, Creme de almond, Sweet and sour, Triple sec, Orange juice and 151 proof rum. Were we a less responsible publication, we would recommend that you shake all of the ingredients with some ice,and strain the result into a collins glass over ice cubes. Then, we if we weren't so darn morally upstanding, we might suggest that you float the rum on top and serve this undead concoction with a cherry. But we won't.

Official Magazine Dreamcast

PUBLISHER CAPCOM DEVELOPER CAPCOM
GENRE ZOMBIE AVOIDANCE ORIGIN JAPAN PLAYERS 1 ONLINE NO ESRB E PRICE $19.99

GRAPHICS 8
They even rival the sharper, clearer PC version

SOUND 7
Ambient, diegetic sounds help sustain spookiness

CONTROL 5
Players must push a button to walk down stairs

GAMEPLAY 8
Evil is very, very good...

Score: 8

"Why are there so many songs about rainbows?" Well, Kermit, we could tell you but then we'd have to kill you.

Quick like a bunny

To reach the few shortcuts in *SSR*, try the bunny hop. Simply hold down the R trigger for acceleration, then release the trigger, snap down on the analog stick and hit the trigger again for a quick jump. Do it with your eyes shut if someone's around to wake you up if you doze off.

Surf Rocket Racer

Better hope a sofa cushion can be used as a flotation device...

It's never a good sign when a new Dreamcast game can't even live up to the standards of a launch title. *Surf Rocket Racer*, like *Hydro Thunder*, is an arcade-style speed-fest across a watery landscape. But unlike *Hydro Thunder*, it has rather mediocre graphics, few interesting shortcuts and even fewer cool unlockable extras. With only a handful of tricks, characters and maps to explore, this one is soggier than the last frosted flake in the bowl.

Which isn't to say that there aren't a few sparks of imagination in *Surf Rocket Racer*—there just aren't enough to start a fire of frenetic fun. There are only seven basic maps, with five of them lightly modified to create 13 slightly different courses. However, only two tracks have any visual flair. The Niagara Falls level sends racers over (you'll never guess) the Niagara Falls; the final phantom ship level has some nice scary moments. But unfortunately, the good bits only serve to remind players of just how boring the rest of the game is.

Visually, *SRR* underwhelms with bland textures and flat environments. The waves look nice, but from a physics standpoint, the interaction between surf rockets and water doesn't float. The wake behind rockets is a simple texture that doesn't move or reshape, succeeding only in looking utterly artificial. And while the bright skies, clear water and hidden caves of the Bahamas stage are quite pretty, settings in New York, Rome and the Amazon are just pretty darn dull.

Unfortunately, things aren't spiced up by the routine game-

DROWNING BY NUMBERS

Although there have been stories of daredevils going over the Niagara Falls in a barrel, the real challenge has been crossing the great cascade by tightrope. Since the early 1820s, more than a dozen men have walked across the falls on a single line—and one guy, William Hunt, even did it blindfolded with baskets (baskets? Was he sponsored by Pier 1 Imports?) on his feet. FACT: while plummeting down the 180-foot Falls is a showy way to drown, one can do it just as effectively in as little as six inches of water—many people are victims of their own bathtubs. If, however, the lethal tubwater is cold, one can be revived with few ill effects up to an hour after unconsciousness, as long as someone is there to fish you out. Always use the buddy system, kids.

www.DailyRadar.com

What the Duck?

There are a few interesting goodies in Surf Rocket Racer, one of which is the ability to unlock some secret characters. Complete the game's many trick and hazard modes, and you'll get to race against some seriously ducked-up competition. Win the championship, and you'll unlock the yellowest racer of them all!

play. You'll choose between six different racers, each with slightly different speed, acceleration and handling stats. You can't create your own character, nor can you improve the stats of the six initial characters by winning races. And once you become good enough to handle the "expert" drivers, there is little reason to bother with the beginners ever again. But who needs replay value?

The limited selection of characters wouldn't be so bad if players could use their own judgment to pick the right driver for the right course. But once you've chosen a driver for a championship round, you can't switch drivers between races. In other words, you have to race the same character, with the same strengths and limitations, through both choppy straightaways in the Bahamas and narrow turns in New York.

This strange glitch is made even worse by the fact that you can't save your progress between races. So if you win the first three races of a championship and flub the final track, you'll need to race all four over again. It's an irritating and artificial way to inject more calories into an anorexic title.

There are three other modes besides the championship, but none of them are particularly exciting. The Tricks & Techniques mode, for instance, requires mastery of the game's broad selection of three—yes, three—tricks, which consist of the less-than-thrilling "bunny hop" plus some loops and barrel rolls off the ramps. Ideally, these sorts of tricks would come in handy in the regular races, but since pulling stunts only adds a few seconds to the clock and often costs you vital speed, there is little reason to waste time on them.

In other scenarios, you'll collect balloons, race against the clock or challenge other players on the exact same courses. Yawn. Even with the hobbled save system, it didn't take us long to win the whole thing—twice. Given its lack of any real depth, *Surf Rocket Racer* proves (if nothing else) that a game really can drown in shallow water. JIM PRESTON

Official Magazine Dreamcast

PUBLISHER CRAVE DEVELOPER CRITICAL RESEARCH INSTITUTE, INC. GENRE RACING
PLAYERS 1-2 ONLINE NO ESRB E

GRAPHICS 5
Ranges broadly from the average to the ordinary

SOUND 4
Engines whine over aimless pop noodling

CONTROL 7
Three tricks! Great for Grandmas!

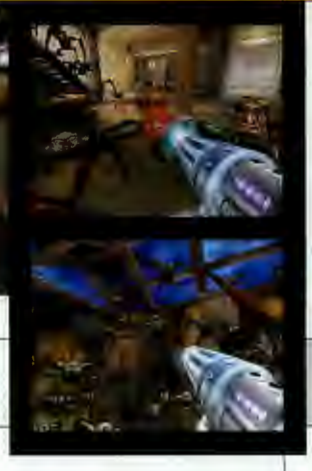
GAMEPLAY 3
Good news: It'll be over in a matter of hours

Score: 4

Note to self: When developing next first-person shooter, avoid hand-to-hand weapons and lackluster gameplay at all costs.

The *Spawn* of KISS

As any good KISS fan should already be well aware, *Spawn*-tastic creator Todd McFarlane has made it one of his goals in life to place the "ever enduring rock band" KISS in the pantheon of comic history with the Image Comics-published *KISS: Psycho Circus*. A monthly publication, *KISS: Psycho Circus* opts to plumb "the deepest, darkest corners of the imagination" rather than rocking 'n rolling all night and recovering all day.



KISS: Psycho Circus

The Nightmare Child: Now available with sins of omission included!

In this day and age, it's hard to imagine what would motivate a company to publish a first person shooter with no multiplayer mode. The deathmatch experience in a first person shooter is more than just another feature, it's the coup de grace. *KISS Psycho Circus: The Nightmare Child* lacks a multiplayer mode. But its absence is consistent with the rest of the game, as it also lacks a whole variety of other features—fun being the most apparent of them.

The game plops you right in the middle of a dark fantasy world with an objective that is too long and complicated to describe in this review. Putting the crux in a judgement-free sort of nutshell, we'll say that in order to beat the game, you must roam through a series of frightening levels while shooting hideously disfigured circus freaks. Sounds fine: but the devil is in the details.

Psycho Circus does boast the ability to throw more enemies at a player in one shot than we've ever seen in a Dreamcast game (barring the 70-thug brawl in *Shenmue*). Whenever this happens—probably due to memory limitations—you'll note that the majority of your enemies onscreen are poorly rendered creatures of the headless spider and fire-spitting doglike monster ilk. The bosses—altered circus freaks like the Fat Lady and the Cannonball Man—are sufficiently macabre and not too hard on the eyes, but their fighting skills leave something to be desired. There's little imagination either in their patterns or in how you battle them. Every confrontation turns into a mindless, boring frag-a-thon with no satisfaction guaranteed.

The game's plotline places you in the rotating roles of all four KISS band members. As each member, you'll complete a given task and receive a piece of armor for your trouble, which will then transform you into an immortal something-or-other. It all has something to do with the story, which, while imaginative and complex, gets kind of lost in so much knee-jerk trigger-pulling action—and in solving goofy puzzles, as well.

Exercises in frustration, the puzzles will have you retracing your steps all over the map seeking hidden objects and passageways. Which seems out of place in a game that (by the publisher's admission) is entirely devoted to action.

KISS Psycho Circus: The Nightmare Child isn't inexcusably horrible. It just doesn't meet today's standards for FPS games, either in graphics or gameplay. And the fact that it has no online or multiplayer gameplay to speak of is only the stale icing on an already tasteless cake.

GARRETT KENYON

Official Magazine Dreamcast

PUBLISHER TAKE TWO INTERACTIVE DEVELOPER THIRD LAW/REMOR ENTERTAINMENT GENRE FIRST PERSON SHOOTER ORIGIN US VMU PAGES 1 PLAYERS 1 ONLINE NOOOO! ESRB M PRICE $49.99

GRAPHICS 6
Bosses and some levels are beautifully done, but textures tend to be muddy and blurry

SOUND 8
Light on the KISS; ambient soundscape adds to the ominous mood

CONTROL 5
Nothing special here. Keep moving, no keyboard or mouse support

GAMEPLAY 5
Straightforward shooter without a lot of depth; no online or multiplayer

Score: 5

www.DailyRadar.com

There's no denying that *Bang!* is a beautiful game! But while graphics are pretty and control is solid, the shooting-and-collecting-powerups ad nauseum can get a bit repetitive (or nauseating). But give it a rent and see for yourself.

Even this game's level of manic combat can't approach the most insane space shooter of all time, *Blazing Lasers* for the TurboGrafx. At one point, you were firing seven lasers simultaneously in a zig-zag frenzy filling the entire screen. Now *that* is a big bang!

Bang! Gunship Elite

Best played with Pop-Rocks and and a sixer of Coke

Bang! Gunship Elite is the sort of game that puts a happy, stupid grin on our faces. It's the kind of game that lets us crank the volume, mash on buttons and yell, "Suck it up, baby!" at the screen. It is, at heart, a classic console shooter in the tradition of *Gradius* or *R-Type*—but it's been executed with all of the spectacular graphics and effects made possible by Dreamcast.

There is a sort of a plot in *Bang!*, but any game that brings along its own exclamation point is not the game you're going to look to for things like subtle character development. Basically, *Bang!* puts you into the role of a hotshot space pilot who has to shoot just about anything that moves. That's about all the motivation we needed to fill the void of space with the debris of our enemies.

The game unfolds over 19 different missions, but there is very little variation among them. Sometimes you have to protect a convoy from marauding pilots, other times you have to spearhead an attack on an enormous capital ship. For the most part it is indeed pretty fun, but some of the later levels swamp you with so many enemies you're simply overwhelmed—and since you can only save between levels, you might occasionally get frustrated by the repetition.

However, we were not frustrated by the controls. The Dreamcast's analog stick is perfectly suited for this kind of game, and the simplified aiming means you'll kill just about anything sighted in your crosshairs. The enemy AI, however, is rather limited. Most ships will make only the weakest efforts to evade your shots, and some will actually take cover behind a handy nearby asteroid. For the most part, you're simply fighting battle drones.

The nine different weapons look and sound great, but beyond the visuals there is little imagination in the gameplay. Basically, you just shoot stuff, gather power-ups and use your shield now and then: but did we mention how pretty the game is? *Bang!* is certainly beautiful and fun to look at—but it won't give you much more than a cool callus on your trigger finger.

JIM PRESTON

Official Dreamcast Magazine

PUBLISHER RED STORM DEVELOPER RAVLAND INTERACTIVE GENRE ACTION ORIGIN UK PLAYERS 1 ONLINE NO VMU CT 4

GRAPHICS 9
Spectacular weapons and explosions. Yummy!

SOUND 7
Weapons sound groovy and have much bass.

CONTROL 7
Ship is easy to fly but blasting baddies too easy.

GAMEPLAY 5
It's fun at first, but soon grows old too familiar.

Score: 6

TESTZONE ARCHIVE

Have some holiday cash burning a hole in your pocket? Check this out.

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
ACTION			
AEROWINGS 2 Crave	A competent shooter/flight sim that could've used a little more decoration	6	Issue 8: Nov 00
AIRFORCE DELTA Konami	Airborn shooter a bit too rough around the edges to really shine	5	Issue 2: Nov/Dec 99
ARMY MEN: SARGE'S HEROES Midway	A good installation in the long running series that will please fans	7	Issue 9: December 00
CANNON SPIKE Capcom	Fast-paced shooter that's fun, but ultimately disposable in that arcade way	7	Issue 8: Nov 00
CRAZY TAXI Sega	Fastpaced arcade objective-based car game; need we say more?	9	Issue 4: Mar/Apr 00
DEEP FIGHTER UbiSoft	Immersive shooter that may be boring to some, but excellent to others	7	Issue 7: Sep/Oct 00
DRACONUS: CULT OF THE WYRM Crave	3D hack 'n slash that trips over its own ambitious design	6	Issue 5: May/Jun 00
DYNAMITE COP Sega	Arcade beat 'em up fun for one round, and then it's just repetitive	5	Issue 2: Nov/Dec 99
EXPENDABLE Infogrames	Simple, straightforward shooter fits its title a little too well	3	Issue 2: Nov/Dec 99
FIGHTING FORCE 2 Eidos	Port of a verrrmy mediocre 3D action game, with repetition galore	5	Issue 4: Mar/Apr 00
FUR FIGHTERS Acclaim	Stuffed animal shoot 'em up with adventure elements to boot	6	Issue 7: Sep/Oct 00
GRAND THEFT AUTO 2 Rockstar	Death, destruction, mayhem and cars...a treat for delinquents	5	Issue 6: Jul/Aug 00
GUNDAM SIDE STORY: 0079 Bandai	It's all about the animé mechs in this 3D first person shooter–fun!	7	Issue 5: May/Jun 00
HIDDEN & DANGEROUS Talonsoft	A difficult, flawed, but sophisticated strategy shooter with rough edges	6	Issue 8: Nov 00
INCOMING Interplay	Repetitive alien blast-fest in the air and on the ground...yawn	5	Issue 4: Mar/Apr 00
JEDI POWER BATTLES Lucas Arts	An innovative 3D action fest that could've used a little more of the Force	6	Issue 9: December 00
JET GRIND RADIO Sega	Taggin', skatin', police evadin' goodness in fresh, hip packaging. Cool!	10	Issue 9: December 00
MAKEN X Sega	First person slash 'em up with loads of story and innovative elements	7	Issue 6: Jul/Aug 00
METROPOLIS STREET RACER Sega	Innovative systems along with cool visuals and great handling	9	Issue 10: Holiday 00
MDK2 Interplay	Hyperaction sequel send up of an old favorite with humor to spare	9	Issue 6: Jul/Aug 00
NIGHTMARE CREATURES 2 Konami	Goth-styled 3D gorefest with violent ghouls and a deranged hero	6	Issue 6: Jul/Aug 00
QUAKE III: ARENA Sega	Multiplayer online fragfest goes console crazy and emerges a winner	9	Issue 10: Holiday 00
RAINBOW SIX Majesco	Oft-delayed strategy shooter finally emerges sans multiplayer	6	Issue 7: Sep/Oct 00
RED DOG Crave	Big explosions, big alien tanks and big firepower make this a cool treat	7	Issue 10: Holiday 00
SLAVE ZERO Infogrames	Great concept, horrible execution; a multiplayer shooter gone wrong	6	Issue 3: Jan/Feb 00
SOUL FIGHTER Mindscape	3D weapons-based hack 'n slash...the bottom of the DC barrel	2	Issue 4: Mar/Apr 00
SPAWN: IN THE DEMON'S HAND Capcom	Bad mechanics, cameras and no way to exit menus...sob!	3	Issue 9: December 00
STARLANCER Crave	Beautiful, fluid space shooting action with online play to boot	9	Issue 10: Holiday 00
SWORD OF THE BERZERK Eidos	Animé hack 'n slash with pretty intentions but repetitive gameplay	7	Issue 6: Jul/Aug 00
TOY COMMANDER Sega	Imaginative 3D romp through childhood. Toys, guns and dinosaurs!	8	Issue 3: Jan/Feb 00
VIGILANTE 8: 2ND OFFENSE Activision	Car combat meant for one, but marketed for multiplayer	7	Issue 4: Mar/Apr 00
WILD METAL RockStar Games	Tank shooter with bland graphics, but some intense terrain	5	Issue 5: May/Jun 00
WORMS ARMAGEDDON Hasbro	Multiplayer franchise goes ballistic with worm-on-worm action	7	Issue 4: Mar/Apr 00
ZOMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: Mar/Apr 00
ADVENTURE			
BLUE STINGER Activision	Survival horror adventure tripped up by voice acting and cameras	6	Issue 2: Nov/Dec 99
BUZZ LIGHTYEAR 2K Activision	Another Toy Story licensed game, but this time based on the cartoon	5	Issue 10: Holiday 00
CARRIER Jaleco	Moody abandoned airship survival horror with some damaging flaws	7	Issue 5: May/Jun 00
D2 Sega	Wonderfully atmospheric, short, romp through mutated Canadian wilderness	7	Issue 8: Nov 00
ECCO THE DOLPHIN: DOTF Sega	Beautiful, immersive, incredibly tough and unforgiving, for hardcore gamers	8	Issue 8: Nov 00
I-SPY: OPERATION ESPIONAGE UFO Interactive	Difficult, complex strategy title that's a little too tough for its own good	6	Issue 6: Jul/Aug 00
LEGACY OF KAIN: SOUL REAVER Eidos	Raziel ventures to DC with yummy graphics and tight gameplay	8	Issue 4: Mar/Apr 00
OMIKRON Eidos	Ambitious 3D adventure hampered by dullness and gameplay problems	5	Issue 6: Jul/Aug 00
RAYMAN 2 UbiSoft	Great looking platformer with plenty of fun and quirk...a 3D classic	9	Issue 5: May/Jun 00
RESIDENT EVIL CODE: VERONICA Capcom	An amazing and fitting sequel to the classic survival horror series	10	Issue 5: May/Jun 00
THE RING: TERROR'S REALM Infogrames	Slow, plodding horror adventure with an interesting plot but no pace	2	Issue 7: Sep/Oct 00
SHADOWMAN Acclaim	Solid, dark, gothic underworld romp as comic anti-hero, Shadowman	7	Issue 4: Mar/Apr 00
SONIC ADVENTURE Sega	Sonic goes 3D with style and more substance; an instant classic	9	Issue 1: Sep/Oct 99
SUPER MAGNETIC NEO Crave	Cute platformer with attitude, but a little bland at times	7	Issue 7: Sep/Oct 00
TOMB RAIDER: THE LAST REVELATION Eidos	Outdated engine does nothing new on Dreamcast; what a shame	5	Issue 6: Jul/Aug 00
TOY STORY 2 Activision	Crappy cameras make this a title not fit for children, let alone adults	2	Issue 8: Nov 00
FIGHTING			
CAPCOM VS. SNK Capcom	Every 2D fighter's dream come true, but with overly simplified controls	7	Issue 10: Holiday 00
DEAD OR ALIVE 2 Tecmo	Complex, strategic 3D fighting with the best looking characters around	10	Issue 5: May/Jun 00
JOJO'S BIZARRE ADVENTURE Capcom/Tommo	Strange animé 2D fighter with nice touches in some odd places	6	Issue 4: Mar/Apr 00
KING O' FIGHTERS DREAM MATCH 1999 SNK	Arcade 2D fighter gets the console treatment and comes out kicking	7	Issue 3: Jan/Feb 00
MARVEL VS. CAPCOM Capcom	Fastpaced 2D fighter aimed at fans of the genre and characters	6	Issue 2: Nov/Dec 99
MARVEL VS. CAPCOM 2 Capcom	Three-member tag teams done to 2D perfection! Go Capcom!	9	Issue 7: Sep/Oct 00
MK GOLD Midway	Uninspiring fighter-by-numbers in the MK franchise	3	Issue 2: Nov/Dec 99
PLASMA SWORD Capcom	A vapid 3D me-too fighter with no real punch but a good lineage	5	Issue 5: May/Jun 00
POWER STONE Capcom	Innovative 3D fighting for anyone willing to take a risk	8	Issue 2: Nov/Dec 99
POWER STONE 2 Capcom	Brilliant 3D four-player fighting with more depth than the original	8	Issue 7: Sep/Oct 00
PSYCHIC FORCE 2012 Taito	Gravity-free 3D animé fighter with questionable controls	4	Issue 4: Mar/Apr 00
SOUL CALIBUR Namco	Glorious weapons fighter done Namco's usual way: stunningly	9	Issue 2: Nov/Dec 99
STREET FIGHTER ALPHA 3 Capcom	Good basic *Street Fighter* stuff, with or without the online support.	8	Issue 2: Nov/Dec 99
STREET FIGHTER III: DBL IMPACT Capcom	Great looking, great playing, but missing the classic characters!	7	Issue 5: May/Jun 00
STREET FIGHTER III: 3RD STRIKE Capcom	Pure 2D Street Fightin' bliss with classic and new characters aplenty	9	Issue 5: May/Jun 00
TECH ROMANCER Capcom	Big mechs beat one another up in animé fighter with lots of quirks	7	Issue 6: Jul/Aug 00
UFC Crave	Strategic, realistic fighting based on the underground phenom, UFC	9	Issue 8: Nov 00
VIRTUA FIGHTER 3TB Sega	Yu Suzuki's arcade fighter comes home with all the gameplay intact	8	Issue 2: Nov/Dec 99
VIRTUAL ON: ORATORIO TANGRAM Activision	Robo-tastic action with no twin stick support--will you miss it? Maybe.	8	Issue 7: Sep/Oct 00
SPORTS			
BASS FISHING Sega	Best bass fishing ever! Arcade port is wondrous for fans.	6	Issue 2: Nov/Dec 99
ECW Acclaim	The old *WWF* engine with some very poor graphics make this a dud	2	Issue 6: Jul/Aug 00
JEREMY MCGRATH SUPERCROSS 2000 Acclaim	Crap on two-wheels: inconsistent framerate, bad graphics, poor controls.	1	Issue 8: Nov 00
NBA SHOWTIME Midway	Arcade slam fest for up to four players; fun for four or even one!	7	Issue 3: Jan/Feb 00
NBA2K Sega	A few bugs stand in the way of this hoop dream come true	8	Issue 3: Jan/Feb 00
NFL BLITZ 2000 Midway	Hyper arcade football action, but no upgrade in graphics or gameplay	6	Issue 2: Nov/Dec 99
NFL BLITZ 2001 Midway	More over-the-top goodness, but this time brilliant in multiplayer mode	8	Issue 9: December 00
NFL QBC 2000 Acclaim	Bad gameplay mars a good franchise with no remorse at all	2	Issue 4: Mar/Apr 00
NFL QBC 2001 Acclaim	An acknowledgebly better beast than last year, but still second string	5	Issue 9: December 00
NFL2K Sega	The best football videogaming sim ever to grace the small screen	9	Issue 2: Nov/Dec 99
NFL2K1 Sega	Okay, this really is the best football videogaming sim to...yadda, yadda...	10	Issue 9: December 00
NHL2K Sega	One great hockey game that suffers from only minor flaws	8	Issue 5: May/Jun 00
READY 2 RUMBLE BOXING Midway	Great presentation of arcade boxing, but not deep enough to satisfy	6	Issue 2: Nov/Dec 99
RIPPIN' RIDERS Sega	Snowboarding fest that may be shallow, but it's damn fast!	7	Issue 3: Jan/Feb 00
SEGA MARINE FISHING Sega	More arcadey sequel, with loads of new features and mini-games	7	Issue 10: Holiday 00
STRIKER PRO 2000 Infogrames	An adequate soccer sim with some severe gameplay problems	6	Issue 6: Jul/Aug 00
SYDNEY 2000 Eidos	Track 'n' field button masher, Olympics events that could've used tweaking	5	Issue 8: Nov 00
TEE OFF GOLF Acclaim	Super deformed golfers 'tee-off' to charm, but not to gameplay	5	Issue 5: May/Jun 00
TONY HAWK'S PRO SKATER Crave	Hands down one of the best skaters ever! If you don't own this, well...	9	Issue 6: Jul/Aug 00
TONY HAWK'S PRO SKATER 2 Crave	Hands down the ULTIMATE skater ever! Go out and buy it, NOW!	10	Issue 10/Holiday 00
VIRTUA ATHLETE 2K Agetec	A deeply flawed track 'n' field title that looks great but plays terribly	2	Issue 8: Nov 00
VIRTUA STRIKER 2 Sega	DC port of popular arcade soccer title that doesn't make it out intact	8	Issue 5: May/Jun 00
VIRTUA TENNIS Sega	The best tennis game ever! Any questions?	9	Issue 6: Jul/Aug 00
WWF ATTITUDE Acclaim	Horrible port of a horrible PlayStation wrestling game--run, don't walk!	2	Issue 3: Jan/Feb 00
WORLD SERIES BASEBALL 2K1 Sega	No fielding, poor player controls make this an arcade experience,a shame	4	Issue 8: Nov 00
WWF ROYAL RUMBLE THQ	An arcade-y tribute to the Royal Rumble with limited characters	6	Issue 8: Nov 00
XTREME SPORTS Infogrames	A pentathlon of "xtreme" events that plays great but is missing the fun	5	Issue 10: Holiday 00
RACING			
4WHEEL THUNDER Midway	Tough as nails off road type racer with *Hydro Thunder* sensibilities	7	Issue 6: Jul/Aug 00
4X4 EVOLUTION GOD Games	Enjoyable SUV racer with online elements but no damage modeling	6	Issue 10: Holiday 00
DEMOLITION RACER: NO EXIT Infogrames	A dam good arcade derby racer that encourages vehicular carnage	8	Issue 9: December 00
DREAM ROADSTERS Titus	Bad physics and bland visuals crash this could-be racer prematurely	4	Issue 5: May/Jun 00
EPISODE I: RACER Lucas Arts	Racer that uses the force for good and doesn't end up sucking	7	Issue 5: May/Jun 00
FERRARI F355 CHALLENGE Acclaim	A beautiful, but incredibly tough sim that's reserved for tough sim nuts	7	Issue 9: December 00
F1 WORLD GRAND PRIX Sega	Precision handling and simulation make this an excellent racer	8	Issue 4: Mar/Apr 00
FLAG TO FLAG Sega	CART Racing done with some good attention to physics and detail	7	Issue 2: Nov/Dec 99
HYDRO THUNDER Midway	Port of a great arcade water racer that overcomes plain wrapping	8	Issue 2: Nov/Dec 99
LOONEY TOONS SPACE RACE Infogrames	Spot on licensed kart racer from Looney land, with everything for fans	8	Issue 10: Holiday 00
MAGFORCE RACING Crave	Slick looking racer that doesn't handle as well as it looks	4	Issue 7: Sep/Oct 00
MONACO GRAND PRIX UbiSoft	It's F1 racing for the F1 purist; all others need not apply	4	Issue 2: Nov/Dec 99
PEN PEN TRICELON Infogrames	Wacky penguin racer too goofy and short for anyone over 10.	5	Issue 2: Nov/Dec 99
POD: SPEEDZONE UbiSoft	'Net racer with plenty of options, but no enough solid gameplay	5	Issue 10: Holiday 00
RE-VOLT Acclaim	Mini RC racer with charm and gameplay for the whole family	8	Issue 4: Mar/Apr 00
SEGA GT Sega	Glorious looking, excellent handling make this a racing sim dream	9	Issue 8: Nov 00
SEGA RALLY 2 Sega	Great handling rally racer; some difficulty and framerate problems	8	Issue 3: Jan/Feb 00
SF RUSH 2049 Midway	Perfect arcade translation with loads of extras for Rush fans worldwide	9	Issue 8: Nov 00
SOUTH PARK RALLY Acclaim	Cartman and gang are back for more mediocre cart racing	5	Issue 7: Sep/Oct 00
SPEED DEVILS UbiSoft	The bane of our existence, reviews-wise. You'll never let us forget it	3	Issue 2: Nov/Dec 99
STAR WARS: DEMOLITION Lucas Arts	Vehicular combat done with plenty of options and some of the fun	6	Issue 10: Holiday 00
SUZUKI ALSTARE EXTREME RACING UbiSoft	Deeply flawed arcade motorcycler that ends up being kinda fun	6	Issue 3: Jan/Feb 00
TEST DRIVE 6 Infogrames	Bad design and an outdated engine do not a good racer make	4	Issue 4: Mar/Apr 00
TEST DRIVE LEMANS Infogrames	Slick handlin', good lookin' simulation racing done amazingly well	9	Issue 10: Holiday 00
TEST DRIVE V-RALLY 2 Infogrames	Brilliant handling and crisp framerate make this rally racer the real thing	8	Issue 8: Nov 00
TNN HARDCORE HEAT ASC Games	Crappy controls and questionable physics dampen its chances.	6	Issue 2: Nov/Dec 99
TOKYO XTREME RACER Crave	Great looking street racer with very limited courses--one.	6	Issue 2: Nov/Dec 99
TRICKSTYLE Acclaim	Smooth, ambitious hoverboard racing falls a little flat in practice	6	Issue 2: Nov/Dec 99
WACKY RACES Infogrames	Cel shading gets wacky in this licensed cart racer with attitude	8	Issue 6: Jul/Aug 00
ARCADE			
CENTIPEDE Hasbro	Retro-shooter upgrade to arcade classic not exactly up to par	4	Issue 3: Jan/Feb 00
FROGGER 2: SWAMPY'S REVENGE Majesco	A surprisingly great sequel more akin to the arcade original	7	Issue 10: Holiday 00
GAUNTLET LEGENDS Midway	A great arcade port that only suffers from repetitive nature	6	Issue 6: Jul/Aug 00
RPG			
ARMADA Metro3d	Hybrid shooter/RPG with plenty o' high points and a big fanbase.	6	Issue 4: Mar/Apr 00
ELEMENTAL GIMMICK GEAR Vatical	Nice looking, but tough 2D RPG with minimal storyline	5	Issue 4: Mar/Apr 00
EVOLUTION UbiSoft	Overly simplified dungeon crawler with great, great characters	7	Issue 3: Jan/Feb 00
EVOLUTION 2: FAR OFF PROMISE UbiSoft	Cute sequel with more of everything, but not a whole lot more	8	Issue 6: Jul/Aug 00
GRANDIA II UbiSoft	Amazing sequel to a Saturn classic comes to US. A must-buy.	9	Issue 10: Holiday 00
SKIES OF ARCADIA Sega	The best RPG for DC has finally arrived! Stop reading and buy it NOW!	10	Issue 10: Holiday 00
SEVENTH CROSS: EVOLUTION UFO Interactive	Wacky breeding sim with simplistic graphics but complex gameplay	3	Issue 4: Mar/Apr 00
SILVER Infogrames	Action RPG hijinks ensue after hero's wife gets jacked by evil empire	6	Issue 7: Sep/Oct 00
TIME STALKERS Sega	Flawed time-traveling RPG with good intentions but no follow-through	5	Issue 6: Jul/Aug 00
PUZZLE			
BUST-A-MOVE 4 Acclaim	Same game, same maniacal, bubble-busting fun. Perfect for two players	6	Issue 7: Sep/Oct 00
CHU CHU ROCKET Sega	Sonic Team goes cat 'n mouse crazy in Sega's first online endeavor	8	Issue 5: May/Jun 00
MR. DRILLER Namco	Cute mascot puzzler that should be outlawed for addictive qualities	7	Issue 7: Sep/Oct 00
WETRIX+ Xatrix	It's wet, it's wacky, and it could be fun for two players--but it isn't.	5	Issue 5: May/Jun 00
SHOOTER			
GIGAWING Tommo	Old-school 2D shooter for diehard fans of the arcade genre	6	Issue 5: May/Jun 00
GUNBIRD 2 Capcom	Old-school top down scroller that's too hard and too short; a bad combo	3	Issue 8: Nov 00
HOUSE OF THE DEAD 2 Sega	Lightgun shooter sans lightgun hurts this arcade classic only slightly	8	Issue 1: Sep/Oct 99
SILENT SCOPE Konami	Arcade conversion that could've used a special peripheral	6	Issue 9: December 00
SIM/OTHER			
AEROWINGS Crave	Flight sim gets loopy with cool play, but tough controls and concept	7	Issue 2: Nov/Dec 99
CHEF'S LUV SHACK Acclaim	*South Park* license abused for gameshow aesthetic-boo	3	Issue 4: Mar/Apr 00
RAILROAD TYCOON II GOD Games	Construct a railroad, manage it, in a game that's addictive, but not online	7	Issue 8: Nov 00
SAMBA DE AMIGO Sega	Wacky, addictive fun with touches of musical genius and maracas!	9	Issue 10: Holiday 00
SPACE CHANNEL 5 Sega	Great looking vehicle for virtual superstar, Ulala...but just too short	7	Issue 7: Sep/Oct 00
SEAMAN Sega	Weird, omery fishman-raising sim...expect some strange results!	6	Issue 7: Sep/Oct 00
PERIPHERALS			
ALLOY ARCADE STICK Interact	Cool looking chrome arcade stick with eight programmable buttons.		Issue 7: Sep/Oct 00
ARCADE FIGHTER STICK AGETEC	A must for any fighting game fan. Fun with lots of other games, too.		Issue 4: Mar/Apr 00
ASTROPAD Performance	Cheap DC Controller that gives you about what you paid for.		Issue 4: Mar/Apr 00
CONCEPT 4 WHEEL Interact	One of the better steering wheel and pedal combos available.		Issue 5: May/Jun 00
DREAM MASTER CONTROLLER Nyko	Six-button controller has lots of problems, but the D-pad is good.		Issue 5: May/Jun 00
DREAM PAD Mad Catz	Mmmmm... rubber. A quality DC controller that surpasses the original		Issue 4: Mar/Apr 00
DREAMBLASTER Performance	Solid, precise lightgun with auto-fire and -reload; the best lightgun.		Issue 4: Mar/Apr 00
DREAMSTATION Ultimate	Lets you use Sony Dual Shock controllers, and other stuff, on your DC.		Issue 4: Mar/Apr 00
THE ENFORCER Topmax	Delicous and sturdy lime gree arcade stick, one of the best		Issue 8: Nov 00
ENTERTAINMENT MACHINE Zenith	This TV is marketed as a gamer's set, but actually, it's just a TV.		Issue 6: Jul/Aug 00
GAMESHARK CDX Interact	It's got lots of codes, and lets you play import games too.		Issue 7: Sep/Oct 00
INNOVATION 4 MEGABYTE MEMORY CARD	It's like four memory cards in one! This is the one to get for sure.		Issue 7: Sep/Oct 00
INTERACTIVE BATTLE CHAIR Hunsuker	More butt-rumbling power than you can handle. Pricey but very cool.		Issue 5: May/Jun 00
JUMBO MEMORY PAK X2 Nyko	Good memory card with twice the memory! And has tight screws!		Issue 4: Mar/Apr 00
MAD CATZ EXTENSION CABLE	Actually sit on your sofa while playing, rather than on the floor.		Issue 6: Jul/Aug 00
MAD CATZ WHEEL	The best wheel-and-pedal combo ever made for a home console.		Issue 5: May/Jun 00
NEXUS 4MB MEMORY CARD Level Six	800 blocks of memory can't be bad. And you can hook it to your PC.		Issue 4: Mar/Apr 00
PELICAN 4X MEMORY CARD	It's not too reliable. Tends to lose your data. This is bad.		Issue 7: Sep/Oct 00
PERFORMANCE EXTENSION CABLE	Um... see the above note on the Mad Catz cable. Same deal.		Issue 6: Jul/Aug 00
PERFORMANCE MEMORY CARD	At only $10 this card can't be beat. But no screen=no minigames.		Issue 4: Mar/Apr 00
POWERLINK Nyko	Allows you to connect two Neo Geos together for multiplayer action.		Issue 5: May/Jun 00
QUANTUM FIGHTER PAD Interact	Programmable and cool-looking, but its cumbersome shape blows.		Issue 4: Mar/Apr 00
RALLY WHEEL AGETEC	Lacks weight, balance and sturdiness, but has force feedback.		Issue 4: Mar/Apr 00
STARFIRE LIGHTBLASTER Interact	Excellent lightgun but not quite as good as the Mad Catz.		Issue 4: Mar/Apr 00
SUPER SONIC CONTROLLER Reamscope	This thing is complete crap. Don't buy this thing.		Issue 6: Jul/Aug 00
THRUSTMASTER RACING WHEEL	You could do worse. Crappy pedals and weirdly-placed buttons.		Issue 5: May/Jun 00
THUNDER PAK Nyko	This rumble pack accessory works, and that's all it has to do.		Issue 5: May/Jun 00
INNOVATION 4 MEGABYTE MEMORY CARD	Like the Pelican card, but works a lot better. This is the one to get.		Issue 7: Sep/Oct 00

www.DailyRadar.com

It's 9:00 am.

December 7, 1941.

Do you know where your Sega Dreamcast is?

Fly over 20 authentic WW II airplanes.

Challenge your dogfighting skills in 17 unique missions.

Realistic instrumentation puts you in control of your craft 24/7.

If you know what's good for you, soldier, you're hooked into that Sega Dreamcast defending the good ol' American Navy from the enemy's surprise attack. And if you can stop 'em there, you'll have to escort those B-29's in their definitive attack on the largest naval fleet in the Pacific. I ain't talkin' 'bout no walk in the park here, soldier; this is an all out adrenaline rush of aerial combat. WW II style. Just an Ace and his machine. Two creatures forged from burning metal, moving as one. So strap into that Sega Dreamcast, soldier, and get ready to become one of the boys; one of the Iron Aces.

IRON ACES

XICAT INTERACTIVE

GLOBAL A ENTERTAINMENT

EVERYONE E CONTENT RATED BY ESRB

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DC CODES

Welcome to the ultimate code experience...

We pored over past issues. We scoured the Internet. We dusted off the back library of games. And when we were done, we had compiled the largest listing of codes in **ODCM** history. Now, we could have just slapped these on the page—but we decided to do something a little more interesting. We decided to make a **mini codebook**. Or rather, we decided to let YOU make an official **ODCM** Mini Codebook™. Flip to the end for instructions on how to put it together.

Of course, if you're not into crafts or you don't want to cut up your magazine, it might be a little hard to find the codes, since they're arranged in a way that'll actually let you make the book. So we've compiled this handy index: if you're looking for a game, here's the mini codebook page where you'll find the info.

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Aerowings 2 2
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Blue Stinger 2
Centipede 2
Chu-Chu Rocket 2
Crazy Taxi 3
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Draconus 3
Dynamite Cop 3
ESPN Track and Field 3
Expendable 3
Ferrari 355 3
Fighting Force 2 3
Grand Theft Autio 3
Gundam Side Story 4
Hidden and Dangerous 4
House of the Dead 2 4
Hydro Thunder 4
Incoming 4
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Legacy of Kain: Soul Reaver 5
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Wild Metal Country 16
Zombie Revenge 16

Ultimate Online Resource

As we scoured the web for codes, we found ourselves going back again and again to one site, formerly www.gamesages.com and now http://codes.ign.com. In retrospect, it's no surprise, since the site is run by **ODCM**'s own code guru, Noah Massey. Anyway, if you're looking for the latest codes online—always tested—point yer browser to http://codes.ign.com

:: VIGILANTE 8 ::

Entering Passwords
To enter passwords, go to the **OPTIONS** screen, highlight **GAME STATUS,** and hold L + R and press A twice.

Attract Enemies
Enter password "**UNDER_FIRE**"

Big Wheels
Enter "**GO_MONSTER**" as your password.

Fast Action
Enter "**QUICK_PLAY**" as your password

Faster Cars
Enter "**MORE_SPEED**" as your password.

Heavier Cars
Enter "**GO_RAMMING**" as your password

High Suspension
Enter "**JACK_IT_UP**" as your password.

Hover Higher
Enter **HI_CEILING** as your password

No Enemies in Arcade Mode
Enter "**HOME_ALONE**" as your password.

No Gravity
Enter "**NO_GRAVITY**" as your password

No Weapon Delay
Enter "**RAPID_FIRE**" as your password

No wheel attachment icons
Enter "**DRIVE_ONLY**" as your password

Play levels from the first V8
Enter "**OLD_LEVELS**" as your password.

Same Cars in Multi-Player
Enter "**MIXED_CARS**" as your password

Slow-motion Mode
Enter "**GO_SLOW_MO**" as your password.

Super Missiles
Enter "**BLAST_FIRE**" as your password

Turn off codes
Enter "**NO CODE**" as your password.

View all ending sequences
Enter "**LONG_MOVIE**" as your password

:: VIRTUA FIGHTER ::

Jeffery's train
Enter traning mode, select Jeffery as your character and choose anyone as your opponent. Hold the start button while selecting the desert stage (this gives you the desert with a city background). Perform Jeffery's Toe Kick-Splash Mountain (↓ + K – ↓, ↑, →, **GUARD + PUNCH**). Shortly after the move is performed, a floating Subway train will fly across the sky. Use the Escape button to move around and find it. You may have to perform the move more than once to get it to work.

Metal Pan Revenge
Choose VS modeand have a player choose either Kage or Jackie. Have Kage or Jackie defeat his opponent with a perfect. Immediately after the announcer says "KO", have hold **GUARD, PUNCH, ESCAPE,** and ↓ on the contoller, for the victory pose. Your character should give a victory sign, and a metal pan should drop on his head, out of nowhere! This will also work with Jacky.

More background codes
When selecting a stage, press and hold: X and then A (usually night) X + **START** and then A (usually noon)

Pai's secret win pose
Using Pai, you must defeat Akira with a perfect on Akira's stage. Pai will blow a kiss and mock one of Akira's victory taunts.

Play Against the Alphabet Character
To play against the alphabet character in normal mode at the character select screen highlight Akira and press **START.** Then highlight Lau and press **START,** finally highlight Pai and hold **START** and press X. All of your opponents will be replaced by the Alphabet character.

Play as Alphabet Man
To play as Alphabet Man:
1. Select Normal mode.
2. Highlight Akira and press **START.**
3. Highlight Lion and press **START.**
4. Highlight Pai and press **START.**
5. Now pick any character and they will be their Alphabet Man version.

Play as Dural in any mode
On the character select screen, Press; ↓, ↑, →, ←, **START.** Dural will appear .Press A for silver Dural, press **START**+ A to play as Gold Dural.

Remixed Opening Sountrack
Press and hold **START** on both the first and second player at the Sega logo screen. Keep holding both buttons until you hear the music begin to play.

Slow Motion Replay
Press and hold the **DODGE** button at the "KO" screen to see your replay in slow motion.

:: VIRTUA STRIKER 2 ::

Team MVP Yuki Chan
Enter **ARCADE** mode and highlight Yugoslavia and press **START,** then go onto USA and press **START,** go onto Korea and press **START.** Finally highlight Italy and press **START.** Team Yuckichan should appear on the top left of the screen.

Unlock New Stadiums
Hold Start and press A at the stadium selection screen.

:: VIRTUA TENNIS ::

Underhand Serve
Press ↓ + A + X when serving from the near court and press ↑ + A + X when serving from the far court to perform an underhand serve. All three buttons have to be pressed at *exactly* the same time. Try using the D-pad rather than the analog stick.

:: WACKY RACES ::

Extra hard mode
At the Cheat Menu, enter **CRACKEDNAILS.**

Unlock all abilities
At the Cheat menu, enter **BARGAINBASEMENT.**

Unlock all cars
At the Cheat menu, enter **WACKYSPOILERS.**

Unlock all tracks and bosses
In the Cheat menu, enter **WACKYGIVEAWAY.**

:: WETRIX ::

GAMESHARK CODES

Lots of Points
800BA89300000090

:: WILD METAL ::

All Weapons
During the game, hit A (twice), →, Y, A, →

Friendly enemies
During the game, hit B, ↓, A, ↓, X, Y

Full Health
During the game, hit ↓ (twice), A, X, B, X

Invincibility
During the game, hit Y, →, B, ←, X, ↓

Level Skip
During the game, hit ↑, →, B, Y, ↓, ←

Reveal Token Locations
During the game, hit Y, B, A, ←, ↓, ↓

Speed Boost
During the game, hit ↑, X, ↓, B, A, Y

:: ZOMBIE REVENGE ::

Alternate costume
Highlight a character, then hold **START** and press B, X, or Y.

Cheat mode
Accumulate points in the VMU mini-game to unlock "Eternal Life", "Area Select", "Free Continue" and "Free Time Limit" cheat options in original mode.

Level Select in Fighting Mode
Choose a fighting mode, then hold **START** while choosing a character.

GAMESHARK CODES

Free Play Mode
573765D2000000FF
P1 Character Modifier
6DAB779A00000001
P1 Tons o' Points
9FB005E400000090
P1 Infinite Health
39612B5400000100
P2 Tons o' Points
8D5B821300000090
P2 Infinite Health
7FC5DC1100000100
Red Blood Mode
647B79C400000001

CODES

DC CODES

ODCM's Super Cheater Booklet

:: 4 WHEEL THUNDER ::

Jackpot
At the end of a Championship mode race, save your game. If you don't win the jackpot on the first try, simply go to the **OPTIONS** menu, reload your game and keep trying until you win.

Three new trucks
Beat championship, arcade, and indoor mode. You will unlock one new truck for each game mode you complete.

GAMESHARK CODES

Infinite Cash
821B8F2A00000010
999 Points
1FB414BB000003E7

:: AERODANCING ::

Bonus options
Enter your name as **TASCAS.** Select **SPECIAL** at the options menu to access HUD, Cockpit and Player Assist options.

Cheat mode
When "Press Start" appears at the opening screen, press ↓ and ← together. This will give you all exhibition levels, planes and bonuses.

Fly Buggy
Beat Mission 8 in Sky Mission Attack piloting the Dolphin.

Fly Dolphin
Beat Mission 8 in Sky Mission Attack.

Fly F-1
Beat Mission 2 in Sky Mission Attack.

Fly F-15DJ
Beat Mission 3 in Sky Mission Attack.

Fly F-2 (F-16)
Beat Mission 5 in Sky Mission Attack.

Fly F-4EJ
Beat Mission 1 in Sky Mission Attack.

Fly F-86F
Beat Mission 20 in Blue Impulse.

Fly T-2
Beat Mission 15 in Blue Impulse.

Fly T-4
Beat Mission 10 in Blue Impulse.

Fly in formation
Beat Mission 8 in Sky Mission Attack, and you'll be able to fly in five- or six-jet formations in both the Free-flight and Sky Mission Attack modes.

:: AEROWINGS 2 ::

Unlock Everything
Press and hold the ← + Ⓧ + Ⓨ at the main menu. In addition to all planes and Pilot Missions, two new environments will now be available.

:: AIR FORCE DELTA ::

Pass through objects
This one's bug-riffic. Pause the game before your plane hits an object, then hit Ⓑ + Ⓨ to change the camera angle. Resume the game, and you'll pass right through it.

Quick Money
Use only guns (no missiles) to shoot down all of your aerial targets and you'll find that your bounty will double.

GAMESHARK CODES

Infinite Armor
23D76ED500001099
Infinite Cash
190C197C00007300
Infinite Missiles
3D8129D700000032

:: ARMADA ::

Change races
While playing a game if you decide you would like to try out another race, but you don't quite feel like giving up your 20+hours of work then just follow this little trick. Load up the game and as you are playing with your main character hit Ⓧ + Ⓨ + Ⓐ + Ⓑ + **START** to reset the system. Now start a new game with whatever name, and race you desire. Your new guy will have as many EXP as the previous one, but you have to kill one Armada ship for each level you had previously gained. The only down side is all the credits you previously had will be lost, and the ultra techs will be gone. But, if you do some trading with a friend beforehand you can keep the UltraTech as well.

Infinite Lives
Plug controllers into ports 3 and 4. At the title screen, hold **START** on controller 3. While you are holding it, press Ⓐ, Ⓑ, Ⓐ, Ⓑ, ↑, ↓ on controller 4.

GAMESHARK CODES

Quick Level Gain
A9EB633D00000090
Infinite Power Pods
90F8385B00000003
Infinite Credits
E9AF2A3800000090

:: BLUE STINGER ::

Wear a swimsuit
Save a game that has been successfully completed twice. Begin a new game from the saved game file. Now, complete and save the game without:
• Saving the elevator worker or Devlin
• Winning the girl, Big Gaily, in the arcade
• Talking to the doctor in the lab
Begin another game from the saved game file to wear a swimsuit.

GAMESHARK CODES

Infinite Cash
D8808CEE00000090
Infinite Health Eliot
437A10F800000028
Infinite Health Dog
74BDDC3300000038
Infinite Pistol Ammo
2CB76C740000000F
Infinite Arrows Dog
FC5199B700000006
Have Hamburger
8EBFC23100000002
Have Hotdog
8EA3C23100000002
Have Sandwich
A5A71EA000000002
Have Large Hassy
B53E75BC00000002
Have Small Hassy
DBB4CCEE00000002
Have Chris' ID Card
8153C23100000001
Have Jacob's Disk
AA571EA000000001
Have Kimra Bank Card
BACE75BC00000001
Yucatan ATM Card
D444CCEE00000001
Bermuda ATM Card
D458CCEE00000001
Stair Key
FA9DD9B700000001
Game Token
1C9C59A000000001
Santa Suit
354D6B7600000001
Sushi
1CA459A000000001
Steak
3575687600000001
Pasta
446250F800000001
Tank Card
6857247000000001
Plant Card
684B247000000001
Clone Room Key
8167C23100000001
Jacob's Safe Key
947045C600000001
Car Key
BAFA75BC00000001
Handgun (Eliot)
52C3386600000001
Plasma Gun (Eliot)
6633247000000001
Bazooka (Eliot)
8F1FC23100000001
Shotgun (Eliot)
8F03C23100000001
Napalm Gun (Eliot)
A4071EA000000001
Acid Gun (Eliot)
B49E75BC00000001
Laser Gun (Eliot)
DA14CCEE00000001
Ray Gun (Eliot)
B4A675BC00000001

:: CENTIPEDE ::

All Levels and Extra Lives
Hold down ←, ↓, Ⓐ, Ⓑ, Ⓧ, Ⓨ, and rotate the analog stick several times. If you hear 'Get a Life', you will have many extra lives. If you hear 'All Levels', you will have access to all levels.

:: CHU-CHU ROCKET ::

Dream Key Beta
Chu Chu Rocket has a beta of Sega's 'other' browser, DreamKey, built in. Dreamkey is a bit faster then the original DC browser, and lets you listen to WAV and MIDI sounds (which you can download into your VMU). Go to the HOMEPAGE option, and hold down Ctrl-O on your DC keyboard, which will let you to view other webpages (other than the *Chu Chu* page).

:: TONY HAWK'S PRO SKATER 2 ::

ALL STATS AT 10
During gameplay, pause the game and Hold ↓. With ↓ held enter in the following code:
Ⓐ, Ⓨ, Ⓑ, Ⓧ, Ⓨ, ↑, ↓.
This code will increase all of your stats to 10.

Blood Or No Blood
During gameplay, pause the game and Hold ↓. With ↓ held enter in the following code:
→, ↑, Ⓧ, Ⓨ.

This code will toggle on or off the Blood in the game.

Create Freddy Kruger
• Complexion: Type 2
• Head: Hey Skipper
• Hat Color: Black
• Torso: Long Sleeve Striped
• Shirt Color: Red
• Sleeve Color: Red
• Pants: Regular Pants
• Pant Color: Dark Brown
• Shoes: Circa Thomas
• Weight: 180

Create Gilligan
• Complexion: Type 2
• Head: Hey Skipper
• Cap color: White
• Torso: Long Sleeve
• Logo: n/a
• Shirt color: Red
• Sleeve color: Red
• Pants: Regular Pants
• Pants color: Blue
• Shins: n/a
• Shoes: NS Blue

Now With 25% More Speed
During gameplay, pause the game and Hold ↓. With ↓ held enter in the following code.
↓, Ⓧ, Ⓨ, →, ↑, Ⓑ, ↓, Ⓧ, Ⓨ, →, ↑, Ⓑ.
This code will make the game play 25% faster.

Specials
Andrew Reynolds
Nosegrab Tailslide:
Press ↑, ↓, **GRIND**
Triple Heelflip:
Press ↑, →, **KICKFLIP**
Hardflip Late Flip:
Press ↑, ↓, **KICKFLIP**

Bob Burnquist
Rocket Tailslide:
Press ↑, ↓, **GRIND**
One Foot Smith:
Press →, ↓, **GRIND**
Racket Air:
Press ←, ↓, **GRAB**

Bucky Lasek
The Big Hitter:
Press ←, ↓, **GRIND**
One Foot Japan:
Press ↑, →, **GRAB**
Fingerflip Airwalk:
Press ←, →, **GRAB**

Chad Muska
Mute Backflip:
Press ↑, ↓, **GRAB**
Hurricane:
Press ↓, →, **GRIND**
Muska Nose Man:
Press →, ↑, **GRAB**

Elissa Steamer
Madonna Tailslide:
Press ↑, ←, **GRIND**
Hospital Flip:
Press ←, →, **KICKFLIP**
Indy Backflip:
Press ↑, ↓, **GRAB**

Erik Koston
The Fandangle:
Press →, ↓, **GRIND**
Indy Frontflip:
Press ↓, ↑, **GRAB**
Pizza Guy:
Press ↓, →, **GRAB**

Geoff Rowley
Rowley Darkslide:
Press ←, →, **GRIND**
Double Hardflip:
Press →, ↓, **KICKFLIP**
Half Flip Casper:
Press →, ←, **KICKFLIP**

Jamie Thomas
Beni F-Flip Crooks:
Press ↓, ↑, **GRIND**
Laser Flip:
Press ↓, →, **KICKFLIP**
One Foot Nose Manual:
Press ←, ↑, **GRAB**

Kareem Campbell
Casper: Press ←, ↓, **GRAB**
Ghetto bird:
↓, ↑, **DECK TRICKS**
Nosegrind To Pivot:
↓, ↑, **GRIND**

McSqueeb (80's Tony Hawk)
Pogo Air: Press
↑, ↓, **KICKFLIP**
Layback Grind: Press
↑, ↓, **GRIND**

Officer Dick
Assume the Position:
Press ←, ↓, **GRAB**
Lazy A. Grind: Press
↓, ↑, **GRIND**
Salute!!: Press ←, →, **GRAB**

Private Carrera
55 Ho Slide: Press
←, →, **GRIND**
Double Splits: Press
→, ←, **GRAB**
Ho-Ho Handplant:
Press ↑, ↓, **GRIND.**

Rodney Mullen
Nollieflip Underflip: Press
↓, ←, **KICKFLIP.**
Casper to 360 Flip:
Press ↓, →, **GRAB.**
Heelflip Darkslide:
Press →, ←, **GRIND.**

Rune Glifberg
One Foot Bluntslide:
Press ←, ↑, **GRIND.**
Kickflip One Foot Tailslide:
Press ←, ↓, **KICKFLIP.**
Christ Air: Press ←, →, **GRAB.**

Spider-Man
Spidey Grind: Press
←, →, **GRIND.**
Spidey Flip: Press ↑, ↓, **GRAB.**
Spidey Varial (Does Whatever a Spider Can): Press ←, →, **KICKFLIP.**

Steve Caballero
Hang Ten: Press →, ↑, **GRIND.**
Triple Kickflip: Press ↑, ←, **KICKFLIP.**
FS 540: Press →, ←, **GRAB.**

Tony Hawk
900: ←, →, ↓, **GRAB**
Overturn: ↓, ←, **GRIND.**
Sacktap: ↑, ↓ + **GRAB.**

Best Code Ever—spoiler
This code will unlock every level, nearly every hidden character (not Private Carrera). And you'll unlock all cheats. During your game press **START** and pause the game. Hold ↓ and enter:
Ⓐ, Ⓐ, Ⓐ, Ⓧ, Ⓨ, ↑, ↓, ←, ↑, Ⓧ, Ⓨ, Ⓐ, Ⓨ, Ⓑ, Ⓐ, Ⓨ, Ⓑ.

Your screen will shake letting you know you've entered the code correctly. Select **END RUN.**

:: TOY COMMANDER ::

99 Heavy Ammo
Pause the game, then hold ← and press Ⓐ, Ⓑ, Ⓧ, Ⓨ, Ⓑ, Ⓐ.

All Rooms Available
Pause the game, then hold ← and press Ⓐ, Ⓨ, Ⓧ, Ⓑ, Ⓨ, Ⓧ.

Artwork
Insert the Toy Commander disk into your CD-ROM drive and open it up for icons, screen shots, logos, and artwork.

Fix Toy
Pause the game, then hold ← and press Ⓐ, Ⓧ, Ⓑ, Ⓨ, Ⓐ, Ⓨ.

Launch Credits
At the Main Menu press Ⓐ, Ⓐ, Ⓐ, Ⓑ, Ⓑ, Ⓑ

Max Fuel
While playing press Ⓑ, Ⓨ, Ⓐ, Ⓧ, Ⓑ, Ⓧ when you are playing a mission that uses just 1 vehicle.

Skip to last stage
Pause game, hold ↓ press R, Ⓐ, Ⓧ, Ⓑ, Ⓨ, Ⓨ, Ⓐ.

Upgrade Machine Guns
Pause the game, then hold ↓ and press Ⓑ, Ⓐ, Ⓨ, Ⓧ, Ⓐ, Ⓑ.

Upgrade Weapons
Pause the game, then hold ↓ and press Ⓧ, Ⓐ, Ⓨ, Ⓑ, Ⓐ, Ⓧ.

GAMESHARK CODES

Infinite Missiles Kitchen lvl 1
76E5CA2F00000009
451A06CA00000009
F2D98E7C00000009

:: TRICKSTYLE ::

Cheat Menu
Enter the following cheats in the cheat menu in the pause screen

TRAVOLTA special moves unlimited

CITYBEACONS unlock everything

INFLATEDEGO big heads

IWISH unlimited time on levels

TEAROUND always win even if you're last

GAMEHSARK CODES

Tons o' Points
37E13C470000FFFF

:: UFC ::

999 Skill Points For Your Career
In career mode, create your own wrestler and name him Best Buy (case sensitive).

Different Referee in Career Mode Sparring Matches
While a career mode match is loading, hold down (Ⓐ + Ⓧ + Ⓨ + Ⓑ) and both triggers for a new ref.

Switch Referee with Announcer
After selecting the fighters while the fight is loading press and hold ↓+ ← until the fight starts. The announcer will become the ref.

:: SPEED DEVILS ::

All Cars and Tracks
While playing a game, press B, →, B, →, ↑, B, ↑.

Extra money
While playing a game, press A, →, A, →, ↑, B, A.

Infinite nitros
While playing a game, press ↓, ↑, ↓, ↑, A, X, A.

Skip current class
While playing a game, press ↓, →, ↓, →, A, X, A.

GAMESHARK CODES

Infinite Cash
898B8EA500000010
Infinite Points
DCB0807A00000100

:: EPISODE ONE: RACER ::

GAMESHARK CODES

Infinite Truguts
CDCBE4D6000F4240
Start On 3rd Lap P1
DFDB80E6C0705041
DFD880E600000002
Enable All Tracks
CE0B24D6FFFFFFFF
All Tracks Complete
EC67DBBA3FFF3FFF
425ADCE73FFF00FF
Enable All Characters
75A5102CFFFF007F

:: STREET FIGHTER 3 ::

Final Battle vs Shin Gouki
Select final battle, and go through up until fighting Vega. Right after the 'select speed' screen press and hold all buttons except the start button. Gouki's portrait should appear, and you'll now fight against him.

GAMESHARK CODES

Infinite Health P1
DA28802F00000090
One Hit Death P1
DA28802FC0705033
DA28802F00000001
50% Health P1
DA28802FC0705033
DA28802F00000048
Infinite Health P2
9BD80AF800000090
One Hit Death P2
9BD80AF8C0705033
9BD80AF800000001
50% Health P2
9BD80AFC0705033
9BD80AF800000048
Max Power P1
C9E3E40800000090
No Power P1
C9E3E40800000000
Max Power P2
70CDD30D00000090
No Power P2
70CDD30D00000000
Max Exp World Tour Mode
CA1B240800098967F
Max X-Ism Exp World Tour Mode
11D4D6BD0098967F
Max Exp For A-Ism World Tour Mode
492ADFE50098967F
9938CADB0098967F

:: STRIKER PRO ::

Control the ball manually
Press ↑, ↑, ↓, ↓, ←, ←, →, →, ←, →, ←, →, ←, →, ←, while the game is paused. Then hold L + R and press → or ← to move the ball.

Unlock all teams and modes
Hit ↑, ↑, →, →, Y, Y, Y at the main menu.

GAMESHARK CODES

Certificate Completed
DB984EE1000A0000
1364DBAF000A0000
678BA67F000A0000
687BA67F000A0000
BAD6F7B3000A0000
EA47D5AA000A0000
Team 1 Score 10
1994020A0000000A
Team 1 Score 0
1994020A000000000
Team 2 Score 10
416A0B520000000A
Team 2 Score 0
416A0B5200000000

:: TEE OFF GOLF ::

GAMESHARK CODES

Lead Player Low Score
9858066800000001
Lead Player High Score
9858066800000006
2nd Player Low Score
484A135600000001
2nd Player High Score
484A135600000006

:: TEST DRIVE 6 ::

6 million dollars
Select Race Menu. Type in the name **AKJGO** and you will have 6 million dollars

Disable Checkpoints
Enter **FFOEMIT** as your name.

Enable Checkpoints
Enter **NOEMIT** as your name.

No Challenges
Enter **OPOIOP** as your name.

No Quick Tracks
Enter **OCVCVBM** as your name.

Short Tracks
Enter **QTFHYF** as your name.

Stop The Bomber Mode
Enter **RFGTR** as your name.

Unlock all cars
Enter **BFGY** as your name to get all the cars

Unlock all challenges.
Enter **OPIOP** as your name.

Unlock all quick tracks
Enter **CVCVBM** as your name.

Unlock all tracks
Enter **ERERTH** as your name.

GAMESHARK CODES

Infinite Cash
87DB8F71000000FF

:: TIME STALKERS ::

Wallpaper
Place the disc into your Mac or PC CDROM drive, and open up the "BMP" directory. There resides some cool Climax Landers wallpaper in Bitmap format.

:: TOKYO XTREME

GAMESHARK CODES

Infinite Cash
4F721C8000000090
All Rivals Beaten
57C7B412FFFFFFFF
A10392D4FFFFFFFF
DF28409AFFFFFFFF
3E21E702FFFFFFFF
63FB68040000FFFF
8A934E45FFFFFFFF
DF98409AFFFFFFFF
1764D5D4FFFFFFFF
638BA804FFFFFFFF
508774120000FFFF
Disable Timer
2007A00A00000000

:: TOMB RAIDER 4 ::

GAMESHARK CODES

All Secrets Found
B80E09A900000046
Have Pistols
9CB879BD000000FF
Have Uzi
B23249C7000000FF
Have Shotgun
C30394B2000000FF
Have Crossbow+LaserSight
E29B68DE000000FF
Have Grenade Gun
A35322DB000000FF
Have Revolver+LaserSight
C2FF94B2000000FF
Have LaserSight
DD40F095000000001
Unlimited Small Medipacks
3CC1170D000000FF
Unlimited Large Medipacks
61E3580B000000FF
Unlimited Uzi Ammo
B37609C7000000FF
Unlimited Flares
61DB580B000000FF
Unlimited Revolver Ammo
E3DF2BDE000000FF
Unlimited Normal Shotgun Ammo
F349A5C0000000FF
Unlimited Wideshot Shotgun Ammo
3C99170D000000FF
Unlimited Normal Grenade Ammo
5557441D000000FF
Unlimited Super Grenade Ammo
888BBE4A000000FF
Unlimited Flash Grenade Ammo
88B3BE4A000000FF
Unlimited Normal Crossbow Ammo
B32E09C7000000FF
Unlimited Poison Crossbow Ammo
DDB8B095000000FF
Unlimited Explosive Crossbow Ammo
157C25DB000000FF

:: TONY HAWK'S PRO SKATER ::

All Stats up to 13
Hold L at the pause screen and hit: A, X, X, Y, ↑, ↓

All stats up to 10
Hold L at the Pause Screen and hit: X, Y, ↑, ↓

Bails Video
Earn Three Medals with any character in the competitions .

Big Head Mode
Hold L at the Pause Screen and hit: X, B, ↑, ←, ←and then return to the character select screen.

Character Ending Video
Earn Three Golds with any character in the competitions .

Full Special
Hold L at the Pause Screen and hit: A, Y, B, ←, ↑, →

Level Select
Hold L at the Pause Screen and hit: Y, →, ↑, X, Y, ←, ↑, X, Y

Neversoft Bails Video
Get 3 Medals while playing as Officer Dick.

Private Carrera
While playing as Officer Dick, Hold L at the Pause Screen and hit: Y, ↑, Y, ↑, B, ↑, ←, Y. Return to the character select screen, and Private Carrera will be there.

Random Start Locations
Hold L at the Pause Menu and hit: X, B, A, ↑, ↓

Slow Motion
Hold L at the Pause Screen and hit: X, ←, ↑, X, ←

If you get tired of this code, re-enter it and it'll stop.

Unlock Everything
Hold ← at the Pause Screen and hit: B, →, ↑, ↓, B, →, ↑, X, Y

:: CRAZY TAXI ::

Another Day Mode
At the driver select screen press R, then press R again and hold it while you select a driver. The words "Another Day" appear on the screen, and you will hear a car horn. This slightly changes the game (new fare locations, altered starting positions, etc...).

Expert Mode
Press and Hold L + **START** and R + **START** right before the driver select screen appears. To switch off both Destination Markers and Arrows (Expert Mode).

Unlock cars and bike
Press L, R, L, R, L, R at the character select screen. You can then select a character to drive a bike instead of a taxi.

First-Person View and Speedometer
Plug a controller into controller port 3. Press the **START** button on that controller after you started a game in Original or Arcade mode. You can then toggle to a first-person view by pressing B, or get an alternate viewing angle with Y. To bring up a speedometer display, tap X five times.

GAMESHARK CODES

(M) Must Be On
22C5F54A00000002
$99999.99 Cash
DF6842610098967F
$9999.99 Per Passenger
54F788C1000F423F
Infinite Game Time
B01638330000173E

DEAD OR ALIVE 2

Arial Garden (Nightime)
To get to the neat Firefly level, select Arial Garden in Versus mode using the R

Hidden Wallpaper on disc
Put the DOA2 disc into your CD-ROM drive on your computer to find wallpaper images in the Bonus directory

Taunts
Press →, ←, → and **PUNCH**, kick and free at the same time and your character will perform a taunt. Reverse the motion to ←, →, ← to do another one. And try it with Zack wearing his third costume!

GAMESHARK CODES

Infinite Health P1
26F76D270000012C
Infinite Health P2
38812A250000012C
No Health P1
26F76D2700000000
No Health P2
38812A2500000000
Low Health P1
26F76D2700000001
Low Health P2
38812A2500000001
50% Health P1
26F46D2740705064
50% Health P1
26F76D2700000096
50% Health P2
38822A2540705064
50% Health P2
38812A2500000096

:: DRACONUS ::

Cheat Codes
At the first title screen, press X, Y, Y, X, X, Y, Y.
When you press **START**, you will skip directly to the **LOAD** screen. Start a new game or load an old one to use the code.

Once you're in the game (and once codes have been activated), pause and hold down both trigger buttons, along with right on the D-pad (all simultaneously). This will activate the Super Code, making your warrior invincible. Each of your hero's hits will also register as 50,000 point swats.

Once these codes have been activated, pause and hold down both triggers and down on the D-pad simultaneously to skip to the next level. To regain health, pause the game and hold down both triggers and down on the D-pad simultaneously.

:: DYNAMITE COP ::

Unlimited Ammo
Pause the game, then press L + A + B + Y. Unpause it, and then have unlimited ammo for every weapon.

:: ESPN TRACK AND FIELD ::

Metallic Skins
You can give the athletes metallic skins by entering the following city names in the name entry screen. Start a game in Trial mode, then at the name entry screen enter in one of these city names where you are supposed to write your name.

MONTREAL—Gold
SYDNEY—Silver
HELSINKI—Bronze
ROMA—Copper
MOSCOW—Cream
L.A.—Blue
MUNICH—Aluminum
MEXICO—Green
TOKYO—Red
ATHENS—Grey
ATLANTA—Orange
SEOUL—Purple

:: EXPENDABLE ::

Additional credits
Press A, B, ←, A, B, →, B, A, ↓, R during the game.

Additional lives
Press A, B, X, Y, L, R, ↑, ↓, ←, → during game.

First person perspective
Press L, ←, R, →, X, X, ↑, R, L during the game.

God mode
Press ↑, ↑, ←, ←, X, ↑, ↓, ←, →, Y OR ↑, ↓, ←, →, L, R, ←, →, **START** during game.

Grenades
Press ↓ (five times), ↑ (four times), and → during game.

Instant victory
Press
←, →, ←, →, ←, →, ←, →, Y, X during the game.

Select level
Press ↑, ↓, ↑, ↓, ↑, ↓, ←, →, →, Y during the game.

Shields
Press ↑, ↓, ←, →, X, ↑, ↓, ←, →, Y during the game.

Skip level
Press Y (twice), X (twice), ←, →, ↓ (twice), ↑ (twice) during game.

:: FERRARI 355 ::

Unlock Hidden Tracks
To unlock tracks, enter the following code. Select options from the Main Menu, and on the Options screen press and hold X and Y. There should be a new selection on the screen called Passwords. Don't let go of the X and Y buttons, and select Passwords. You can then enter in one of the following Passwords to unlock tracks. (They are case sensitive.)

CinqueValvole
Unlock the Fiorano course
LiebeFrauMilch
Unlock the Nurburgring course
Stars&Stripes
Unlock Laguna-Seca
KualaLumpur
Unlock the Sepang course
DaysofThunder
Unlock the Atlanta course

:: FIGHTING FORCE 2 ::

Infinite Health
At the title screen, press ←, →, Y, A, and ← on the analog stick.

Level Select
At the Press Start screen press ←, ↑, X, ↑, →, Y. There will be a flash when you start a new game, and a list of levels.

GAMESHARK CODES

Tons of Cash
E58712CA0000FFFF

:: GRAND THEFT AUTO ::

Code Names
Enter the following codes at the name entry screen.

ULTIMATE
Start with $9,999,999
MUCHCASH
Start with $500,00
BIGCATS
99 Lives
BIGGUNS
All weapons
SESAME
All levels
INFINITY
Unlimited energy
LAWLESS
No police
BOYAKASH
5X multiplier
BADBOYZ
Maximum wanted level
ALLFREND
Maximum respect for all gangs
DBLWAMMY
Unlimited double damage power-up
SCOOBYDO
Unlimited invisibility power-up
BIGFRIES
Unlimited electro gun
TOASTIES
Unlimited flame thrower
LOSTTOYS
Have same weapons after getting killed
WOUNDED
More gore
ERRHUH
Elvis pedestrians

Elvis Trick
Drive around until you see Elvis impersonators. Try to run them over, all at the same time. The screen should read: ELVIS HAS LEFT THE BUILDING!, and you'll get a lot of cash.

:: GUNDAM SIDE STORY ::

GAMESHARK CODES

Lvl 1- Infinite Armor
80F396D700000384
Lvl 1- Inf Ammo Primary
49DA041F0000001C
Lvl 1- Inf Ammo Special
7E25C8D400000001C
Lvl 1- Low Heat
B7B6215B00000000
Lvl 1- Low Barrel Heat
7E1DC8D400000000
Lvl 2- Infinite Armor
15A4305D00000384
Lvl 2- Inf Ammo Primary
EF773E5800000000A
Lvl 2- Inf Ammo Special
2FE745890000000A
Lvl 2- Low Heat
85A3ABCC00000000
Lvl 2- Low Barrel Heat
2FDF458900000000

:: HIDDEN AND DANGEROUS ::

1st Step: Cheat Mode (This must be done first to active any of the cheats)
From the beginning of the game, at any Menu Screen during the beginning of the game or when it asks you to enter your name, type: **IWILLCHEAT**
This will enable the cheat mode and make it possible for you to enter in the other codes during the games.

Note: A Dreamcast keyboard is required to enter in the other codes. You may enter this code with the Dreamcast controller, but all other codes for this game must be entered using the keyboard.

Big Head Mode
During the first part of the game (when you auto-setup your team and after you've selected your team) use a Dreamcast Keyboard to enter. You will not see any text on the screen. Type: **FUNNYHEAD**
(This code will crash your game sometimes, as will all of the codes listed here. As always, you should use these codes at your own risk. Save early and often!)

Ending
Pause the game. Use a Dreamcast Keyboard to enter your code by simply typing it. You won't see any text on the screen, but it is being registered. Type: **SHOWTHEEND**
Note: This will totally end your current game.

Every Item
Pause the game and type the following using your Dreamcast keyboard. Again, you will not see any text being entered on the screen but it is being registered. Type: **ALLLOOT**

Instantly kill Every Enemy
Pause the game and type the following using your Dreamcast keyboard. You will not see any text being entered on the screen. Type: **KILLTHEMALL**

Invincibility
Pause the game and type the following using your Dreamcast keyboard. You will not see any text being entered on the screen. Type: **CANTDIE**

See What The Bad Guys Can See.
Pause the game and type the following using your Dreamcast keyboard. You will not see any text being entered on the screen. Type: **ENEMYB**
This actually will place the game's camera behind the various bad guys. You'll be able to see what the enemies can see this way. You can even retype the code over and over again to switch the camera angles to different characters.

See Where The Enemy Are Located
Pause the game and type the following using your Dreamcast keyboard. You will not see any text being entered on the screen. Type: **ENEMYF**
This switches the camera to give you a full frontal shot of one of the enemies. As with the **ENEMYB** code, you can keep entering this code to switch the camera angle to see all the different bad guys.

The 100% Health Code
Pause the game and type the following using your Dreamcast keyboard. You will not see any text being entered on the screen. Type: **GOODHEALTH**
This code will restore all or your teammates' health to 100% immediately.

:: HOUSE OF THE DEAD ::

Display score
To display your score, ⬅, ⬅, ➡, ➡, ➡, ⬅, ➡ then press **START.** A "0" should appear in the upper-left corner of the screen if the code worked.

GAMESHARK CODES

Infinite Credits
3BA12BA200000009
Infinite Health P1
4B72102F00000003
Never Reload P1
B556356B00000006
Infinite Health P2
A9AB5E7700000003
Never Reload P2
D0188C3900000006

:: HYDRO THUNDER ::

GAMESHARK CODES

Always Place 1st
7B75DC5400000001
Enable All Tracks And Boats
78C5DCA300000001
C0ABE85900000001
F1E9992700000001
57F778F600000001
8AD382A100000001
DFD88C7E00000001

:: INCOMING ::

~~Cheat Menu~~
When you first turn on the game, hit the Start button. When the main menu appears, press ⬆, ⬇, ⬅, ➡, Ⓧ, ⬆, ⬇, ⬅, ➡, Ⓨ to reveal the cheat menu. This gives you access to every single cheat in the game (how nice!) Here you can choose your starting mission, infinite lives, infinite shields, and more options.

:: JOJO'S BIZARRE ::

GAMESHARK CODES

Infinite Health P1 (Arc)
63BB7D2F00000090
Infinite Health P2 (Arc)
26F7752800000090
Low Health P1 (Arc)
63BB7D2F00000000
Low Health P2 (Arc)
26F7752800000000
Health P1 (Arc)
63B87D2FC0705033
63BB7D2F00000048
50% Health P2 (Arc)
26F47528C0705033
26F7752800000048
Infinite Stand P1 (Arc)
F62980EA00000050
Infinite Stand P2 (Arc)
D95895B400000050
No Stand P1 (Arc)
F62980EA00000000
No Stand P2 (Arc)
D95895B400000000
50% Stand P1 (Arc)
F62A80EAC0703044
F62980EA00000028
50% Stand P2 (Arc)
D95B95B4C0703044
D95895B400000028

:: KING OF FIGHTERS ::

GAMESHARK CODES

P1 Tons of Points
49623D07000000F0

:: SLAVE ZERO ::

AI Firing Mode
During the game, on the second controller, press and hold the ➡ and ⬅ buttons and hit Ⓐ to turn on and off the AI firing mode.

God Mode
While playing, insert a controller into the second port and press ⬅ + ➡ + Ⓑ simultaneously.

Infinite Ammo
While playing insert a controller into the second port and press Ⓧ, ➡, and ⬅ simultaneously.

No Target and Infinite Ammo
Hold ⬅ + ➡ + Ⓐ + Ⓑ while loading or starting a new game.

:: SONIC 2 ::

A Clone of Knuckles
Play through the game with each character until you get SuperSonic. In his Adventure, go to the Crashed Island, and you'll see see Knuckles and Eggman (Robotnik). After the clip, press Ⓐ + Ⓑ + Ⓧ + Ⓨ + **START**. Then choose Knuckles. Go to the same place to see two Knuckles!

Metallic Chao
To get the one-of-a-kind metallic chao baby, go to the waterfall near the subway and look to the right of it. You will see a sort of platform. Go to it and push it. A metallic egg will fall down the waterfall and into the pond. When it reaches the land pick it up and bring it to the nearest Chao sanctuary. Throw it and it will hatch.

PC Wallpaper
Insert your *Sonic Adventure* game disc into a PC CDROM drive, and look in the directory called "extras," for some bitmapped goodies for your PC.

:: SOUL CALIBUR ::

GAMESHARK CODES

~~Infinite Health P1~~
287F6C030000436F
1 Hit Death P1
287F6C0300000000
1 Hit Death P2
A47B5EF500000000
Infinite Health P2
A47B5EF50000436F
50% Health P1
287C6C03A07058AC

287F6C03000021B7
50% Health P2
A47B5EF5A07058AC

A47B5EF5000021B7
Sudden Death Mode P1
332A2B2500705049

287F6C0300000000
Sudden Death Mode P2
332A2B2500705049

A47B5EF500000000
Disable Timer
FCF959E400F79564
Infinite Points Mission Mode
61E364FD00000010
P1 Never Wins
683B640700000000
P2 Never Wins
4FFA10AD00000000
P1 Always Wins
683B640700000002
P2 Always Wins
4FFA10AD00000002
P1 One Win Needed
68386407C0705041

683B640700000001
P2 One Win Needed
4FF910ADC0705041

4FFA10AD00000001
Enable Hwang
A5AB5B4500000001
Enable Yoshimitsu
35792E9300000001
Enable Lizardman
68D3619500000001
Enable Siegfried
AA2B5B4500000001
Enable Rock
2A9F699100000001
Enable Seung Mina
FA919C5200000001
Enable Cervantes
AA5B5B4500000001
Mission- P2 Poisoned
E88717F500000002

B81635EC00000004
Mission- P2 Severe Poison
E88717F500000002

B81635EC00000007
Mission- P2 Deadly Poison
E88717F500000002

B81635EC00000008
Mission- P2 Invisible
E88717F500000002

B81635EC0000000D
Mission- P2 Invisible Weapon
E88717F500000002

B81635EC00000020
Mission- P2 Untouchable
E88717F500000002

B81635EC00000014
Mission- P2 Life Up
E88717F500000002

B81635EC00000005
Mission- Knock Down Mode
E88717F500000003

B81635EC00000009
Mission- 16 Strikes Mode
E88717F500000003

B81635EC0000000A
Mission- Repel Mode
E88717F500000003

B81635EC00000003
Mission- Poison Mode
E88717F500000003

B81635EC00000004
Mission- Severe Poison Mode
E88717F500000003

B81635EC00000007
Mission- Deadly Poison Mode
E88717F500000003

B81635EC00000008
Mission- Force Field Arena
E88717F500000003

B81635EC00000010
Mission- Invisible Mode
E88717F500000003

B81635EC0000000D
Mission- Invisible Weapon Mode
E88717F500000003

B81635EC00000020
Mission- Up 'n Away Mode
E88717F500000003

B81635EC00000013
Mission- Windy Mode
E88717F500000003

B81635EC0000001B
Mission- P1 Poisoned
E88717F500000001

B81635EC00000004
Mission- P1 Severe Poison
E88717F500000001

B81635EC00000007
Mission- P1 Deadly Poison
E88717F500000001

B81635EC00000008
Mission- P1 Invisible
E88717F500000001

B81635EC0000000D
Mission- P1 Invisible Weapon
E88717F500000001

B81635EC00000020
Mission- P1 Untouchable
E88717F500000001

B81635EC00000014
Mission- P1 Life Up
E88717F500000001

B81635EC00000005

:: SOUL FIGHTER ::

All weapons
At the *Soul Fighter* logo, press ⬅ + Ⓨ. Enter the options menu, then exit. The next screen will be the Cheat Code screen: Enter **XAAYBB**

Credits
At the *Soul Fighter* logo, press ⬅ + Ⓨ. Enter the options menu, then exit. The next screen will be the Cheat Code screen. Enter **AAAAAA**

Extra Health
At the *Soul Fighter* logo, press ⬅ + Ⓨ. Enter the options menu, then exit. The next screen will be the Cheat Code screen. Enter **ABXXYA**

Level Select
Press ⬅ + Ⓨ at the *Soul Fighter* logo to display the Cheat screen, then go to **OPTIONS** Menu and exit. You'll now be able to enter one of the following passwords to get to the corresponding level:

Level 2 —— **AABXYA**
Level 3 —— **XAYAAB**
Level 4 —— **YYBAXA**
Level 5 —— **BABXXY**
Level 6 —— **XAXBYY**
Level 7 —— **ABXBYB**
Level 8 —— **YBBAXY**
Level 9 —— **BYAAXB**
Level 10 —— **XABBAX**
Level 11 —— **YBYXAB**
Level 12 —— **XBAXBY**

GAMESHARK CODES

~~99 Souls Saved~~
6F7B6EFB00000063
Infinite Health
7655D6B800000064
Infinite Weapon Power
43221A73000000A0
Max Power
7655D6B800000090
Infinite Throwing Knives
76E596B800000009
Infinite Crossbow Arrows
912C4F4D00000009
Infinite Throwing Axes
AF3B142B00000009
Infinite Oil Bombs
CE97A24200000009

:: CHEF'S LUV SHACK ::

GAMESHARK CODES

Extra 20000 Pts P1
46492CBCC0705041

464A2CBC00004E20
Extra 20000 Pts P2
46492CBCC0705041

464A2C8C00004E20
Extra 20000 Pts P3
C9D8D48DC0705041

C9DBD48D00004E20
Extra 20000 Pts P4
28F4503OC0705041

28F7503000004E20
0 Pts P1
46492CBC00703040

464A2CBC00000000
0 Pts P2
965B398200703040

9658398200000000
0 Pts P3
C9D8D48D00703040

C9DBD48D00000000
0 Pts P4
28F4503000703040

28F7503000000000

:: SEAMAN ::

Kitchen Appliance Awareness Message
Insert the *Seaman* Dreamcast Disc into any CD player and press play. Trust us...

:: SEGA BASS FISHING ::

Female Fisherman
In Arcade Mode (at the level select screen) press the A and B buttons simultaniously.

Fish as Super Chicken
At the start screen press ↑, ↑, ↓ and **HOLD** in start.

Infinite time
When the start screen begins to appear if you press: A, B, Y, X, Y, A, B, ←, →, Y, X, A, B, A, Y, X, Y. You will hear "FISH".

:: SEGA RALLY 2 ::

Change frame rate to 30fps
Press ↑, A, ↓, ↓, ←, →, B, B, ↑ at the title screen. A tone will confirms correct entry.

Change frame rate to 60fps
Press ↑, A, ↓, ↓, ←, →, B, B, ↓ at the title screen. A tone will confirm correct entry.

GAMESHARK CODES

Enable All Years
64DB58B80000000A
Enable All Vehicles/ Have All Golds
505744AE0000FFFF
8D8BBEF90000000F

:: SEVENTH CROSS ::

Bonus Art
Place the game disc in any computer CD-ROM drive and you will find rendered images from the game.

Clean Pause Screen
If you press X + Y while the game is paused the screen will go clear but the game will still be paused.
Submitted by typx

Easy Stats
First get any level 30 part. Then just do the exact same pattern for what ever stat (color) you want. You get plus 15 to that stat every time.

GAMESHARK CODES

Infinite HP
8E2B8C89000003E7
B54E3B04000003E7
Infinite EVP
67CB6AC80000270F
Infinite EP
8ED38C89000003E7
DBD88256000003E7
Infinite WA
81538C89000026AD
Infinite PROT
BACE3B04000026AD
Infinite CAL
D4588256000026AD
Infinite FIB
1C9C1718000026AD
Infinite HC
1CA41718000026AD
Infinite NBIO
44621E40000026AD
All Body Parts
684B6AC80000FFFF
94700B7E0000FFFF
AA1350180000FFFF
D40082560000FFFF
FAD9970F0000FFFF
350925CE0000FFFF
353125CE0000FFFF
68136AC80000FFFF

:: SHADOW MAN ::

Big Head Mode
When you get to Asylum: Playrooms, go to the cell section with the pool table. On one side of that hallway are five cell doors—enter the middle one and the 'Secret Unlocked' message will appear. A new option entitled "Secrets" will appear at the main menu.

Disco Mode
Get the gads which allow you to walk on lava. Take the trolley to the Cathedral of Pain. Take the door on your left, or go through the doors at the other end of the room. Jump into the large hole. Either way you will get to a large room of lava. If you took the door, take a left out and head down until you get to another hall with rotating spikes on a pole (you can get on top of if you run to the end). Run down the top of the pole, and you will see a new area with some pigmen. In here you should find the cheat to give you Disco Mode.

Pea Soup Mode
First, make your way to the Temple of Fire. Go to the blood pool. Now, find the room with the ramp going up the left side of it and then coming to another bigger ramp which leads to a button. Look to the left and you will see a opening in the wall. Jump on the railing a little above, straight with the door. Then jump and you should be able to grab on to the edge and pull yourself up. When you get it right the message "Secret unlocked" will flash on your screen. This may take a few tries but it will work.

Play as Nettie
Go to Mordant St., NY. Follow the hallways. You will come to a level. Pull it and the lights come up. Now take the elevator to the thrid floor. You'll see a brown floor pane. Jump as far as you can over the panel, and then jump again right away. You have to do this the first time to get it to work. "Secret unlocked" will flash on your screen. If you fell through, use the bear to warp back and try again.

Play as a Dog
Go to the Asylum: Gateway and follow the left path (jump down to it) by the door. Eventually you'll end up in a room with a Govi and some boxes. Climb the boxes and get on the rafters. Jump to the second then third. When you get it right the message "Secret unlocked" will flash on your screen.

GAMESHARK CODES

999 Cadeaux
6A8B67B1000003E7
Infinite 9mm Ammo
7085DFF2000003E7
Infinite Violator Ammo
1E641A61000003E7
Infinite Shotgun Shells
D6988F2F00000063
Accumulator
366128920000003
Asson
C8ABEB2D00000003
Baton
82A381D500000003
Book Of Shadows
A9435D4400000003
Calabash
9008062200000003
Engineers Key
82D381D500000003
Enseigne
70C5DFD700000003
Flambeau
D7D88F0A00000003
Flashlight
5FF77B8200000003
Handgun
1F241A4400000003
Key Card
A9935D4400000003
L'Eclipser: La Lame
31F1289200000003

AFD35D4400000003
L'Eclipser: La Soleil
FE199A5300000003
Marteau
36B1289200000003
MP 909
7785DFD700000003
Prism
77F5DFD700000003
Retractor
FEA99A5300000003
Shotgun
6BCB67940000003
Shotgun 2
CFEBEB2D00000003
SMG
F9E99A5300000003
Spare
58B77B8200000003

EE37144100000003

2EA76F9000000003
Teddy Bear
D7688F0A00000003
The Prophecy
46BA131C00000003
Violator
F9599A5300000003
Jack's Journal
5F877B8200000003

:: LEGACY OF KAIN: SOUL REAVER ::

Aerial Reaver
Pause game, and hold L and L. Press A, ←, ↑, ↑, Y, →, →, ←, ↑

All abilities
Pause game. Hold L and L, and press ↑, ↑, ↓, ←, ←, →, B, →, ←, ↓

Fire Reaver
Pause the game. Hold L and L, and press ↓, ↑, →, ↑, ↓, ←, B, →, ↓

Force Glyph
Pause game, and Hold L and L. Press ↓, ←, Y, ↓, ↑

Kain Reaver
Pause game. Hold L and L, and press A, B, →, Y, ←, ←, →, ↑

Maximum health upgrade
Pause game. Hold L and L, and press →, B, ↓, ↑, ↓, ↑

Maximum magic upgrade
Pause game. Hold L and L, and press Y, →, ↓, →, ↑, Y, ←

Open all warp gates
Pause game. Hold L and L, and press ↑, ↑, ↓, →, →, ←, B, →, ←, ↓

Restore health
Pause game. Hold L and L, and press ↓, B, ↑, ←, ↑, ↓

Restore magic
Pause game. Hold L and L, and press →, →, ←, Y, →, ↓

Sound Glyph
Pause game. Hold L and L, and press →, →, ↓, B, ↑, ↑, ↓.

Stone Glyph
Pause game. Hold L and L, and press ↓, B, ↑, ←, ↓, →, →

Sunlight Glyph
Pause game. Hold L and L, and press ←, B, ←, →, →, ↑, ↑, ←

Upgrade health to next level
Pause game. Hold L and L, and press →, A, ←, Y, ↑, ↓

Water Glyph
Pause game. Hold L and L, and press ↓, B, ↑, ↓, →

GAMESHARK CODES

All Emblems
296F600800000005
47FA1C8400000005
Infinite Glyph Power
DB9880B900000034
Maximum Stamina
3A21272100000004
All Glyphs
7C3DD064000003FF
Start W/ All Abilities
4BF91CAFC0705041
4BFA1CAF0000FFBF

:: MDK2 ::

Detached Camera
While the game is paused, press ← and Y buttons togetherfor an a clear view of the *Matrix* effect.

Farting
While playing the game as Doc, press the following combination of keys. L and L, ← on the D-Pad, and A on the key pad. Press them all at the same time for something stanky.

Hidden Artwork
Place the disc into your computer's CDROM drive to find hidden artwork and .wav files on the disc. There are also several MP3's, featuring outtakes from the game as well as silly songs created by the development team.

Kurt in boxer shorts
At the main menu, hold ← + → and press X, X, Y, X

***Matrix* Mode**
To get the "*Matrix* Mode" (which is just a slow motion mode), play as Max the dog. Then hold L, and press ↑, ↑, ↑, ↑

:: MAGFORCE RACING ::

8-bit Sound Effects
Place in a race and enter **RETRO** as your name in the high-score screen.

Auto-Pilot Turbo Ram
Place in a race and enter **AUTOM** as your name in the high-score screen.

Become John Malkovich
Place in a race and enter **JOHNM** as your name in the high-score screen.

Invisible Vehicles and Power-ups
Place in a race and enter **GHOST** as your name in the high-score screen.

Triple Missile Power-Ups
Place in a race and enter **MISSI** as your name in the high-score screen.

Turbo Ram Power-Ups
Place in a race and enter **TURBO** as your name in the high-score screen.

Unlock all Tripods and Tracks
At the Main Menu, highlight Vehicle Select options but don't enter the vehicle selection option. Press and hold the X + Y buttons, and enter the following code:

↑, ←, ↓, →, →, ↑, ↓, →
Now you can enter the Vehicle Selection option, and choose any vehicle you like.

:: MAKEN X ::

All weapons
Pause the game, and then press: ↑, →, ←, ↓, B, L, L, A, →, X, B, ←, L, Y, ↑

Invincibility
Pause the game, and then press: ↓, ←, ↑, →, L, A, X, ←, L, B, Y, ↑, L, A, ↓

GAMESHARK CODES

God Mode
1944170E00000001
No Clipping Mode
6DAB6ADE00000001
Homing Attack
91A80B6800000001
Debug Display
E9071A8600000001
Super Jump
88B38C9E0000001E
Super-Duper Jump
88B38C9E0000003C
High Jump
88B38C9E0000000F
Tiny Character
F1A1971800003F80
Giant Character
F1A19718000041A8
Narrow Character
578F76C900003F80
Wide Character
57BF76C9000041A8

:: MARVEL VS. CAPCOM

GAMESHARK CODES

Infinite Health P1
AAE3443500000090
Low Health P1
AAE3443500000001
No Health P1
AAE3443500000000
50% Health P1
AAE04435C0705033
AAE3443500000048
Infinite Health P1 Partner
4B7A0A6B00000090
Low Health P1 Partner
4B7A0A6B00000001
No Health P1 Partner
4B7A0A6B00000000
50% Health P1 Partner
4B790A6BC0705033
4B7A0A6B00000048
Low Health P2
9BB81F5400000001
No Health P2
9BB81F5400000000
50% Health P2
9BBB1F54C0705033
9BB81F5400000048
Infinite Health P2 Partner
3B2131E600000090
Low Health P2 Partner
3B2131E600000001
No Health P2 Partner
3B2131E600000000
50% Health P2 Partner
3B2231E6C0705033
3B2131E600000048
P1 Hyper Combo Level 1
EAA70D3000000001
P1 Hyper Combo Level 2
EAA70D3000000002
P1 Hyper Combo Level 3
EAA70D3000000003
P1 Infinite Guest Attacks
45B20A6D00000005

:: MORTAL KOMBAT GOLD ::

Cheat Menu
At the "Press Start Button" screen, quickly press ↑, ↑, ↓, ↓, ←, ←, →, →. If you entered the code correctly, you'll hear the word "Outstanding". Press **START**, and then highlight the **"ARCADE"** selection and press L1 + L2 to display a cheat menu, where you'll have several cheating options.

Easy Endings
Enable the "Easy Endings" option on the cheat menu. Then to see a character's ending, start a game in arcade mode and defeat just one character.

Fatal 1
Enable the **"Fatal 1"** option on the cheat menu. Then to finish your opponent, press **High Punch.** This will let any character perform their first fatality.

Fatal 2
Enable the **"Fatal 2"** option on the cheat menu. Then to finish your opponent, press **Low Punch.** This will let any character perform their second fatality.

Pit Fatal
Enable the **"Pit Fatal"** option on the cheat menu. Then to finish your opponent, hold ↓ and press **High Punch.** This will let any character perform their level fatality.

Danger
Enable the **"Danger"** option on the cheat menu. Then, both characters health bars will be very low, enabling one-hit deaths.

Kombat Kode
Allows the following cheats to be activated:

- **0:** No Kode
- **1:** Big Heads
- **2:** Throwing Disabled
- **3:** Max Damage Disabled
- **4:** Max/Throw Disabled
- **5:** Unlimited Run
- **6:** Free Weapon
- **7:** Random Weapons
- **8:** Armed & Dangerous
- **9:** Many Weapons
- **10:** Silent Kombat
- **11:** Explosive Kombat
- **12:** No Power
- **13:** No Rain
- **14:** Weapon Kombat
- **15:** Noob Saibot Mode
- **16:** Red Rain
- **17:** Goro's Lair
- **18:** The Well
- **19:** Elder Gods
- **20:** The Tomb
- **21:** Wind World
- **22:** Reptile's Lair
- **23:** Shaolin Temple
- **24:** Living Forest
- **25:** Prison
- **26:** Ice Pit
- **27:** The Church
- **28:** The Netherrealm
- **29:** The Soul Chamber
- **30:** Ladder Stage

Kombat Kodes
Enter one of the following codes at the versus mode screen to activate the corresponding cheat function. There are two three-digit icon boxes at the bottom of the screen. The first icon in each box is controlled with **Low Punch,** the second with **Block,** and the third with **Low Kick.**

One-hit win
123 123
Noob Saibot mode
012 012
Red Rain (On the Rain stage)
020 020
Explosive Kombat
050 050
Drawn weapons can not be lost
002 002
Disable throws
100 100
Disable max damage
010 010
Disable throws and max damage
110 110
Random weapon appears
111 111
Start with random weapon
222 222
Start with weapons drawn
444 444
Many weapons
555 555
Silent Kombat
666 666
Big heads
321 321
Fight in Goro's Lair (Spike Pit)
011 011
Fight in The Well (Scorpion's Stage)
022 022
Fight in Elder God's (Blue Face) stage
033 033
Fight in Tomb Stage
044 044
Fight in Rain Stage
055 055
Fight in Snake Stage
066 066
Fight in Shaolin Temple
101 101
Fight in Living Forest
202 202
Fight in Prison (Fan Stage)
303 303
Fight in Ice Pit
313 313

Play as Goro, Sektor and Noob Saibot
GORO: Highlight **"HIDDEN"** at the bottom of the character selection screen & press L1 & L2. Continue to hold these buttons & press ↑, ←, A.
SEKTOR: Highlight **"HIDDEN"** at the bottom of the character selection screen & press L1 & L2. Continue to hold these buttons & press ↑, ↑, ↑, ↑, ←, ←, ←, ←, A.
NOOB SAIBOT: Highlight **"HIDDEN"** at the bottom of the character selection screen & press L1 & L2. Continue to hold these buttons & press ↑, ↑, ←, ←, ←, ←, A

GAMESHARK CODES

P1 Start With 99 Wins
AFE05BD2C0705041
AFE35BD200000063
P1 No Overall Wins
AFE35BD200000000
P2 No Overall Wins
EFA712D700000000
P2 Start With 99 Wins
EFA412D7C0705041
EFA712D700000063
Infinite Health P1
591F7D1400003F7F
Infinite Health P2
84FB874300003F7F
Low Health P1
591F7D1400000001
84FB874300000001
P1 One Win Needed
75A6D941C0705041
75A5D94100000001
P1 Never Wins
75A5D94100000000
P2 One Win Needed
CDC8EDBBC0705041
CDCBEDBB00000001
P2 Never Wins
CDCBEDBB00000000
Danger Mode
18E41C5200000001
Easy Endings
90C8003400000001
High Punch Fatality
EEF7125700000001
Low Punch Fatality
2E67698600000001
Down+High Punch Pit Fatality
7735D9C100000001
Kode: Throwing Disabled
BE06304E00000002
Kode: Max Damage Disabled
BE06304E00000003
Kode: Max/Throw Disabled
BE06304E00000004
Kode: Unlimited Run
BE06304E00000005
Kode: Free Weapon
BE06304E00000006
Kode: Random Weapons
BE06304E00000007
Kode: Armed & Dangerous
BE06304E00000008
Kode: Many Weapons
BE06304E00000009
Kode: Silent Kombat
BE06304E0000000A
Kode: Explosive Kombat
BE06304E0000000B
Kode: No Power
BE06304E0000000C
Kode: Weapon Kombat
BE06304E0000000E
Kode: Noob Saibot Mode
BE06304E0000000F
Kode: Red Rain
BE06304E00000010
Kode: Goro's Lair
BE06304E00000011
Kode: The Well
BE06304E00000012
Kode: The Tomb
BE06304E00000014
Kode: Wind World
BE06304E00000015
Kode: Reptile's Lair
BE06304E00000016
Kode: Shaolin Temple
BE06304E00000017
Kode: Living Forest
BE06304E00000018
Kode: Prison
BE06304E00000019
Kode: Ice Pit
BE06304E0000001A
Kode: The Church
BE06304E0000001B
Kode: The Soul Chamber
BE06304E0000001D
Kode: Ladder Stage
BE06304E0000001E
P1 Play As Goro
5BC77D140000000F
P1 Play As Noob Saibot
5BC77D1400000011
P1 Play As Sektor
5BC77D1400000016
P2 Play As Goro
D328899C0000000F
P2 Play As Noob Saibot
D328899C00000011
P2 Play As Sektor
D328899C00000016
P1 Play As Meat
8693874300000001
P2 Play As Meat
D398899C00000001
Infinite Time
FA199C1F00000063
Sudden Death Mode P1
FA1A9C1F00705040
591F7D1400000001
Sudden Death Mode P2
FA1A9C1F00705040
84FB874300000001

:: READY 2 RUMBLE ::

Bronze Class boxers
Enter **"RUMBLE POWER"** as your name in Championship mode. Enter Arcade mode to unlock Kemo Claw.

Championship Class boxers
Enter **"POD 5!"** as your name in Championship mode. Enter Arcade mode to unlock Damien Black. (This also unlocks Kemo Claw, Bruce Blade and Nat Daddy.)

Change cornerman voice
At the character selection screen, hold X and press d-pad in any four directions (↑, ↑, ←, or →).

Cheap vitamins and other items
Train your boxer in Championship mode. When you get to the aerobics screen, press ← and immediately press A before the screen scrolls to the next training regimen. If timing is right, you will purchase a $25,0000 vitamin bottle for $500—the price of aerobics training.

Fight in championship arena
Go into the 2P Arcade mode, then hold L2 while choosing a fighter at the character selection screen.

Fight in gym
Go into the 2P Arcade mode, then hold L1 + L2 while choosing a fighter at the character selection screen.

Fight in outdoor ring
Go into the 2P Arcade mode, then hold X + L1 + L2 while choosing a fighter at the character selection screen.

Fight in two-tier arena
Select 2P Arcade mode, then hold L1 while choosing a fighter at the character selection screen.

Gold Class boxers
Enter **"MOSMA!"** as your name in Championshp mode. Exit Championship mode and enter Arcade mode to unlock Nat Daddy. (Cheat also unlocks Kemo Claw and Bruce Blade.)

Holiday Backgrounds
Set the internal clock for Christmas (December 25th) and there will be Christmas trees in the prize fight arena. Set the clock for Halloween (Oct 31) and there will be skeletons in the crowd in the arena with tables and chairs.

Leprechaun cornerman
Press X + L1 + L2 at the character selection screen.

PC Wallpaper
Insert your *R2R* game disc into a PC CDROM drive, and you'll have access to a directory called "extras."

Silver Class boxers
Enter **"RUMBLE BUMBLE"** as your name in Championship mode. Enter Arcade mode to unlock Bruce Blade. (this also unlocks Kemo Claw.)

GAMESHARK CODES

Infinite Cash
4F721DDA00001000
Max Strength Boris
B10E389E0000447A
Max Stamina Boris
175C14820000447A
Max Dexterity Boris
4FA21DDA0000447A
Max Experience Boris
9FB008E40000447A
Infinite Fights Boris
3E21265400000032
Start At Rank 2 Boris
DF2B81C00705040
Start At Rank 2 Boris
DF2881C000000001
Start In Gold Class Boris
A100538200705041
Start In Gold Class Boris
A103538200000000
Max Strength Brown
A76B53820000447A
Max Stamina Brown
E72F1A870000447A
Max Dexterity Brown
49121DDA0000447A
Max Experience Brown
7EEDD1110000447A

:: READY 2 RUMBLE 2 ::

Fat Mode
At the character select screen enter: →, →, ↓, →, L2, L2, L1.

Huge Gloves Mode
At the character select screen enter: ←, →, ↑, ↓, L2, L1.

Holiday Goodness
Set the internal clock with the following dates for the following holiday cheers:

Halloween 10/31/2XXX
J.R. Flurry in Skeleton costume
Christmas 12/25/2XXX
Selene Strike in Elf costume/RumbleMan in Snow-Man costume.
New Years 01/01/2XXX
Joey T. in New Year's baby costume.
St Patricks 03/17/2XXX
Referee in Leaprochon costume.
Valentines 02/14/2XXX
Lulu Valentine in sexy costume.
July 4th 07/04/2XXX
G.C. Thunder in Uncle Sam costume.
Easter 04/23/2XXX
Mama Tua in playboy bunny costume.

Skinny Mode
→, →, ↑, ↓, →, L2, L2, L1

Undead Boxers
At the character select screen enter: ←, ↑, →, ↓, L2, L2, L1.

Unlock Characters
The more times you beat the game, the more characters become available.
1 Freak E. Deke
2 Michael Jackson
3 G.C. Thunder
4 Wild "Stubby" Corley
5 Shaquille O'Neal
6 Freedom Brock
7 Rocket Samchay
8 Bill Clinton
9 Hillary Clinton
10 Rumbleman

:: RESIDENT EVIL 2 ::

Unlimited Ammo
Press ↑, ↑, ↓, ↓, ←, →, → at the item screen.

:: RIPPIN RIDERS ::

GAMESHARK CODES

High Trick Points
E9B71B3B0000C350
Infinite Time
633BA8EB0000128E
Low Track Time
700510AD00000002
C86B245700000002
F929552900000002
5F37B4F800000002

:: ROADSTERS ::

GAMESHARK CODES

Start On Second Lap
437903100705041
437A03100000002
Infinite Cash
9D2010C3000000F0

:: RUSH 2049 ::

Brakes
Highlight Brakes on the cheat menu and then press:
Y, Y, Y and then press L1 + L2 + A + X

Cheat Menu
Reveal the Cheat Menu by highlighting **OPTIONS**, and then pressing and holding L1 + L2 + X and Y. This will reveal the cheats menu at the bottom of the screen.

Increase Car Mass
Highlight **MASS** on the cheat menu and then press and hold: A while you press X, X, Y. Release the A button and then tap L1, L2

Invisible Track
Highlight **INVISIBLE TRACK** on the cheat menu and then press: L2, L1, Y, X, A, A, X, Y and then press and hold L1 + L2 and tap A.

Random Battle Mode Weapons
Highlight **RANDOM WEAPONS** on the cheat menu and then press and hold: L1 + A and then press X, Y. Release the buttons and then press and hold L2 + A and quickly tap X, Y

Super Tires
Highlight **SUPER TIRES** on the cheat menu and then press and hold:
L2 while you press X, X, X. Release L2 and then hold L1 and press A, A, Y

Toggle Demolition Battle Mode
Highlight **DEMOLITION BATTLE** on the cheat menu and press and hold: L1 + A and press Y, X. Release the buttons, then press and hold L2 + A and quickly press Y, X

Track Orientation
Highlight **TRACK ORIENTATION** on the cheat menu and then: Hold L1 + L2 and press X. Release the buttons, then press A, X, Y. Press and hold L1 + L2 again and then press X again.

Unlock Battle Arena 8
Collect 1000 kills in **BATTLE MODE** to unlock the Battle Arena 8.

Unlock Crusher
Collect 16 gold coins in **STUNT MODE** to unlock Crusher.

Unlock Euro Lx
Collect 24 gold coins in **STUNT MODE** to unlock Euro Lx.

Unlock GX-2
Collect half of the Gold Coins in **RACE MODE** to unlock the GX-2.

Unlock MINI XS
Collect 36 Gold Coins in **RACE MODE** to unlock the MINI XS.

Unlock Plaza Battle Arena
Accumulate a score of 250 points in **BATTLE MODE.**

Unlock Roadkill Battle Arena
Accumulate a score of 500 points.

Unlock The Mission
Complete the **BEGINNER CIRCUIT** with a placement of third place or better.

Unlock The Oasis
Accumulated score of 250,000 points in **STUNT MODE.** This may take you a couple of days, but the points are cumulative.

Unlock The Obstacle Course
Earn 1,000,000 points in **STUNT MODE.**

Unlock The Warehouse
Accumulated score of 500,000 points in **STUNT MODE.**

Unlock Venom
Collect all 32 silver coins in **STUNT MODE**

:: NIGHTMARE CREATURES 2 ::

Restore Health
Press and hold X, Y, B during gameplay to get yourself through this one.

:: PENPEN TRICELON ::

PC Wallpaper
Put the *PenPen Trilcelon* CD into your computer's CD-Rom drive. There will be two files named wallpaper1 and wallpaper2.

GAMESHARK CODES

P1 Play As Hanamizu
8563B8F700000004

:: PLASMA SWORD ::

Play as Evil Gamof
Highligh Gamof and press **START** + A

Play as Kaede
Highlight Rain and press ↓, ↓, ←, ←, ↑

Play as Rai-On
Highlight Byakko and press ↑, ↓, ←, ←, →, ←, ↑

GAMESHARK CODES

Infinite Health P1
51E7640000000C8
Low Health P1
51E7640000000000
50% Health P1
51E46400C0705038
51E7640000000064
Infinite Health P2
F8B985D3000000C8
Low Health P2
F8B985D300000000
50% Health P2
F8BA85D3C0705038
F8B985D300000064
Infinite Power P1
E327095D00000090
No Power P1
E327095D00000000
E8070137000000F0
Low Health P1
E8040137C070503F
E807013700000000
50% Health P1
E8040137C070503F
E807013700000078
Infinite Health P2
7E25CAC4000000F0
Low Health P2
7E26CAC4C070503F
7E25CAC400000000
50% Health P2
7E26CAC4C070503F
7E25CAC400000078
Have All Stones P1
36813DE400000707
Have No Stones P1
36813DE400000000
Have All Stones P2
A543485700000707
Have No Stones P2
A543485700000000
Infinite Power Up Energy P1
28277AE600000938
No Power Up Energy P1
28277AE600000000
50% Power Up Energy P1
28247AE6C0704F66
28277AE60000049C
Infinite Power Up Energy P2
9A68133100000938
No Power Up Energy P2
9A68133100000000
50% Power Up Energy P2
9A6B1331C0704F66
9A6813310000049C

:: PSYCHIC FORCE 2012 ::

Bonus Images
Put the CD into your computer's CDRom drive, and check the root directory for several cool BMP files.

Play As Wong
To play as Richard Wong, either beat Story Mode using each character, or accumulate more than six hours of game play.

Play as Burn
Unlock Richard Wong and Keith Evans, and then complete both Story and Arcade modes with each character (including Richard Wong and Keith Evans) with the option set to two round victories.

Play as Evil Emelio
Either accumulate over 16 hours of gameplay, or play as Emelio 30 times. He is identical to Emelio, but his moves are a different color.

Play as Good Emelio
Either accumulate over 18 hours of gameplay, or play as Emelio 50 times.

Play as Keith
Either accumulate over twelve hours of gameplay, or beat arcade mode with all ten characters (minimum two round matches).

Play as Kiss
Either accumulate over twelve hours of gameplay or unlock Uon and successfully complete arcade mode with each character.

Play as Uon (US version)
Either accumulate over eight hours of gameplay, or complete Story Mode with each character.

GAMSHARK CODES

Infinite Health P1
814E2FE8000003E8
Infinite Health P2
32393121000003E8

:: PUYO PUYO 4 ::

Desktop Wallpaper
Put the game disc into your computer's cdrom drive. The file named "Omake" is a game poster for your desktop.

Play as Carbuncle or Dopple Aruru
Beat the Story Mode. After the credits roll, skip the ranking screen , and then go to either Free Play or Versus Mode. Hold → and press Y.

Play as Dopey
After you complete Quest mode, pause the game at the ranking screen. Hold ← next to Satan and to get Dopey.

:: QUAKE 3 ARENA ::

Game Cheats
Beat the Game (on any setting). Save your game on your VMU, and a mini game will appear on your VMU. Each time you beat the mini-game, you'll be rewarded with a brand new cheat. Beat the mini game once on each skill level to unlock all cheats.

:: RAINBOW 6 ::

Avatar God Mode
Press the Analog stick Up+D-pad Down+A while playing the game to make just yourself invincible.

Team God Mode
Press the Analog stick Left+D-pad Down+A while playing the game to make your team invincible.

:: REVOLT ::

All cars
Enter "**CARTOON**" as your name.

All tracks
Enter "**TRACTION**" as your name.

Cycle through weapons
Enter **YOV** as your name. Press ← + → to change weapons.

Edit Progress Table
Type "**GOATY**" as your name.

Enable UFO
Enter **YUEFO** as your name.

Upside down track
To turn the track upside down, hit ← + → + ↓ at the selection screen.

GAMESHARK CODES

Infinite Tries P1
3401263E00000003

:: NBA SHOWTIME ::

Cheat Codes
Press **TURBO, SHOOT** and **PASS** at the "Tonight's Match-Up" screen to enable the corresponding code. (The number indicates how many times each button is pushed.) After pressing the buttons, push the d-pad in the indicated direction to activate the cheat.

Example: To play ABA ball (code 2-3-2 Right), you would Press **Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass,** →

Cheat	Code
ABA ball	2-3-2 →
Alternate uniform	4-3-0 →
Away uniform	4-2-0 →
Big heads	2-0-0 →
Blizzard	1-3-1 ←
Fog **	1-2-3 ↑
Home uniform	4-1-0 →
Hotspots	1-0-0 ↓
Midway uniform	4-0-1 →
Night fog **	1-2-3 ←
No Goaltending	5-5-5 ←
No hotspots *	2-0-1 ↑
No replays	3-3-1 ←
No tip off	4-4-4 ↑
Rain	1-4-1 ←
Show shot %	0-0-1 ↓
Snow **	1-2-1 ←
Swamp fog **	1-2-3 →
Team uniform *	4-0-1 →
Thick fog **	1-2-3 ↓
Tiny players	3-4-5 ←
Tournament mode	1-1-1 ↓
Show Hotspot	1-0-0 ↓
Infinite Turbo	4-1-1 ↑
No Player Arrows	3-2-1 ←
Tiny Heads	4-4-0 ←
No Fouls	2-2-2 ←
Team Uniform	4-0-0 →
Swamp Fog	1-2-3 →

* Both teams must agree on cheat.
** Affects outdoor courts only.

Clean Pause
While the pause menu is up, press the X and Y buttons together. *Submitted by Paul Sikorski*

Hidden Characters
Enter the following initials and PIN numbers to activate the corresponding cheat.

Character	Name	PIN
Big alien	BIGGY	0958
Chad Edmunds	CHAD	0628
Clown	CRISPY	2084
Greg Cutler	CUTLER	1111
Kerri (female)	KERRI	0220
Kerri in alternate uniform	KERRI	1111
Lia (female)	LIA	0712
Lia in alternate uniform	LIA	1111
Nikko dog	NIKKO	6666
Old man	OLDMAN	2001
Pinto horse	PINTO	1966
Pumpkin	JACKO	1031
Referee	THEREF	7777
Retro Rob	RETRO	1970
Shawn Liptak	LIPTAK	0114
Small alien	SMALLS	0856
Tim Kitzrow	TIMK	7785
White horse	HORSE	1966
Willy Morris	WIL	0101
Wizard	THEWIZ	1136

Hidden Courts
After choosing your team and players, hold one of the button combinations below until the game begins to play on the corresponding court.

Court	Button Combo
Island court	→ + **TURBO**
Midway court	↑ + **SHOOT** + **PASS**
NBC court	↓ + **SHOOT** + **PASS**
Team 1 (Left)	↑ + **TURBO**
Team 2 (Right)	↓ + **TURBO**
Sweet court	← + **TURBO**

Mascots
Enter the following initials and PIN numbers to activate the corresponding cheat.

Team	Name	PIN
Atlanta Hawks	HAWK	0322
Charlotte Hornets	HORNET	1105
Chicago Bulls	BENNY	0503
Denver Nuggets	ROCKY	0201
Houston Rockets	TURBO	1111
Indiana Pacers	BOOMER	0604
Minnesota Timberwolves	CRUNCH	0503
New Jersey Nets	SLY	6765
Phoenix Suns	GORILA	0314
Seattle Sonics	SASQUA	7785
Toronto Raptors	RAPTOR	1020
Utah Jazz	BEAR	1228

Midway Staff
Enter the following initials and PIN numbers to activate the corresponding cheat.

Staff Member	Name	PIN
Alex Gilliam	LEX	0014
Andy Eloff	ELOFF	2181
Beth Smukowski	BETHAN	1111
Brian LeBaron	GRINCH	0222
Chris Skrundz	CMSVID	0000
Dan Thompson	DANIEL	0604
Dave Grossman	DAVE	1104
Eugene Geer	E GEER	1105
Jason Skiles	JASON	3141
Jeff Johnson	JAPPLE	6660
Jennifer Hedrick	JENIFR	3333
Jennifer in alternate uniform	JENIFR	1111
Jim Gentile	GENTIL	1228
Jim Tianis	DIMI	0619
John Root	ROOT	6000
Jon Hey	JONHEY	8823
Larry Wotman	STRAT	2112
Paulo Garcia	PAULO	0517
Mark Guidarelli	GUIDO	6765
Mark Turmell	TURMEL	0332
Matt Gilmore	MATT G	1006
Mike Lynch	LYNCH	3333
Paul Martin	STENTR	0269
Rob Gatson	GATSON	1111
Sal DiVita	SAL	0201
Tim Bryant	TIMMY8	3314
Tim Moran	TIMCRP	6666

Play As Isiah Thomas
Enter THOMAS as your name
Enter 1111 for your pin number

GAMESHARK CODES

Infinite Turbo P1
710DD952000042C8
Infinite Turbo P2
36892E17000042C8
Infinite Turbo P3
76ADD952000042C8
Infinite Turbo P4
42321599000042C8
No Turbo P1
710DD95200000000
No Turbo P2
36892E1700000000
No Turbo P3
76ADD95200000000
No Turbo P4
4232159900000000
Away Team Scores 200
DDC8898F00000032
3CC12E1700000032
61DB611100000032
B37630DD00000032
Away Team Scores 0
DDC8898F00000000
3CC12E1700000000
61DB611100000000
B37630DD00000000
Team Scores 200
F3999CD600000032
3C712E1700000032
8B638750000000032
C2BBEDA800000032
Team Scores 0
F3999CD600000000
3C712E1700000000
8B638750000000000
C2BBEDA800000000
Away- 20 Extra Pts 1st Qtr
DDCB898FC0705041
DDC8898F00000014
Away- 20 Extra Pts 2nd Qtr
3CC22E17C0705041
3CC12E1700000014
Away- 20 Extra Pts 3rd Qtr
61DB61111C0705041
61DB611100000014
Away- 20 Extra Pts 4th Qtr
B37530DDC0705041
B37630DD00000014
Home- 20 Extra Pts 1st Qtr
F39A9CD6C0705041
F3999CD600000014
Home- 20 Extra Pts 2nd Qtr
3C722E17C0705041
3C712E1700000014
Home- 20 Extra Pts 3rd Qtr
88608750C0705041
8863875000000014
Home- 20 Extra Pts 4th Qtr
C2B8EDA8C0705041
C2BBEDA800000014
Away- 0 Pts 1st Qtr
DDC8898F00000000
Away- 0 Pts 2nd Qtr
3CC12E1700000000
Away- 0 Pts 3rd Qtr
61DB611100000000
Away- 0 Pts 4th Qtr
B37630DD00000000
Home- 0 Pts 1st Qtr
F3999CD600000000
Home- 0 Pts 2nd Qtr
3C712E1700000000
Home- 0 Pts 3rd Qtr
8863875000000000
Home- 0 Pts 4th Qtr
C2BBEDA800000000
Disable Shot Clock
4CAA159900000FFF

:: NBA2K ::

2D players
Enter "**SQUISHY**" at the Code screen.

Beach Ball
Enter **BEACHBOYS** at the Code screen.

Big Feet
Enter "**BIGFOOT**" at the Code screen.

Big Heads
Enter **FATHEAD** at the Code screen.

Fat players
Enter "**DOUGHBOY**" at the Code screen.

Hidden message
Enter "**HIMOM**" at the Code screen to display the message: "Hi mom! Love, your Child." at the code confirmation screen.

Hurt Coaches
Put in "**coachouch**" as the password

Large players
Enter "**MONSTER**" at the Code screen.

Sega Sports teams
Enter "**DEVDUDES**" at the Code screen to unlock *NBA 2K*, Sega Sports and Sega teams.

Small players
Enter "**LITTLEGUY**" at the Code screen.

:: NBA2K1 ::

Superstar Features
To unlock the SegaNet, Mo Cap, and the Sega Sports Teams, go to the Main Menu and select Options, and then select Codes. Enter:

vc (in lower-case letters)

Return to the Main Menu and the new teams will be there.

REDMAN
After you enter the Superstar Feature Cheat, choose Team Mo Caps. Redman will be sitting on the Bench at the start of the game but you can substitute him into the game.

:: NFL BLITZ 2000 ::

Bonus Characters

ALIEN 1111 "Scream" Mask
BOXER 2111 Black guy with corn rows
BRAIN 1111 Brain with eyes
CURTIS 1111 Rat mascot
DANIEL 0604 Dan Thompson
DINO 1111 Stegosaur head
FORDEN 1111 Dan Forden
GENTIL 1111 Jim Gentile
GRINCH 0222 Punk with spikes
JAPPLE 6660 Jeff Johnson
JASON 3141 Jason Skiles
JENIFR 3333 Jennifer Hedrick
LUIS 3333 THE Luis Mangubat!
MOOSE 1111 A moose head
PIRATE 1111 A pirate
PUNKB 2112 Punk with blue Mohawk
PUNKR 1221 Punk with red Mohawk
RAIDEN 3691 Raiden from MK
RALPH 1111 Wolf mascot
ROOT 6000 John Root
SAD 1111 Sad face (upside down?)
SAL 0201 Sal Divita
SHINOK 8337 Demon Shinok from MK
SHRUNK 6666 Shrunken head
SKULL 1111 Skull!
SMILE 1111 Smiley face
THUG 1111 Cartoon Burglar
TREX 1111 T-Rex head
TURMEL 0322 John Turmell (Big hair!)
ALEC 1197
AOB 1111
AUBREY 7777
AZPOD 4777
BRIAN 2221
CALEB 0996
DAVID 3333
EDDIE 3333
FRANZ 1010
GRINCH 2220
GUIDO 2222
GUMBY 8698
JEFF 1111
JOVE 6644
LEX 7777
LT 7777
MXV 1014
NATHAN 0515
NICO 4440
RANOU 6666
WHODAT 1844

Cosmetic Changes

At the versus screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left.

Note: More then one code may be activated per game.

2PA: Two player agreement required (both players must enter the code)
1PO: One player game only
2PO: Two player game only
MPO: Multiplayer only

Big football 0-5-0 →
Big head 2-0-0 →
Huge head 0-4-0 ↑
No head 3-2-1 ←
Headless team 1-2-3 →
Team big heads 2-0-3 →
Show more field [2PA] 0-2-1 →
Red, White and Blue Football 3-2-3 ←

Cosmetic Gameplay Changes

At the versus screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 ←, press Turbo, Jump(2), Pass(3), ←.

Note: More then one code may be activated per game.

Hide receiver name 1-0-2 →
Invisible 4-3-3 ↑
No highlighting of receivers 3-2-1 ↓
Unidentified ball carrier 5-2-2 ↓

Submitted by Monster

Gameplay Changes

At the versus screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 ←, press Turbo, Jump (2), Pass(3), ←.

Note: More then one code may be activated per game.

2PA: Two player agreement required (both players must enter the code)
1PO: One player game only
2PO: Two player game only
MPO: Muitiplayer only

Infinite turbo 5-1-4 ↑
Fast turbo running 0-3-2 ←
Fast passes 2-5-0 ←
Unlimited throw distance 2-2-3 →
Super passing mode [2PA] 4-2-3 →
Power-up offense 3-1-2 ↑
Power-up defense 4-2-1 ↑
Power-up teammates 2-3-3 ↑
Power-up blockers 3-1-2 ←
Super blitzing 0-4-5 ↑
Super field goals 1-2-3 ←
No interceptions 3-4-4 ↑
No random fumbles 4-2-3 ↓
No first downs 2-1-0 ↑
No punting 1-5-1 ↑
Allow stepping out of bounds 2-1-1 ←
Late hits 0-1-0 ↑
Show field goal % 0-0-1 ↓
No play selection [2PA] 1-1-5 ←
No CPU assistance [2PA] 0-1-2 ↓
Power-up speed [2PA] 4-0-4 ←
Super blitz mode [2PA] 4-4-4 ↑
Hyper blitz mode [2PA] 5-5-5 ↑
Deranged blitz mode [2PA] 2-1-2 ↓
Ultra hard mode [2PA] 3-2-3 ↑
Smart CPU opponent [1PO] 3-1-4 ↓
Tournament mode [2PO] 1-1-1 ↓
Always quarterback [MPO] 2-2-2 ←
Always receiver [MPO] 2-2-2 ←
Cancel "Always QB/Receiver" 3-3-3 ↑

Submitted by Monster (evilash@gtemail.net)

GAMESHARK CODES

Team 2 Scores 0
8EC3810F00000000
Team 2 Scores 100
8EC3810F00000064
Team 1 Scores 100
8E73810F00000064
Always 1st Down
EAC7149B00000001
Always 4th Down
EAC7149B00000004

3 Downs Per Possession
EAC4149BE0705041

EAC7149B00000002
2 Downs Per Possession
EAC4149BE0705041

EAC7149B00000003
1 Down Per Possession
EAC4149BE0705041

EAC7149B00000004
Infinite Turbo Team 1
D1B08FD1000042C8
Infinite Turbo Team 2
5B3F7B59000042C8

Hidden Plays

While playing a game of Blitz using a VMU you can hide the cursor by going to the top left corner and then by pressing up twice. You can then look down at the VMU screen to see which play you have highlighted even though it is hidden to everyone else!

Submitted by Zach

NFL Playbooks

To use a team's playbook, enter its corresponding code on the VS screen. Numbers indicate how many times Turbo, Jump and Pass buttons should be pressed. For example, 5-2-5 means:

1. Press **TURBO** 5 times.
2. Press **JUMP** 2 times.
3. Press **PASS** 5 times.

Cheat	Code
49ers	1-5-1 ←
Bears	1-1-0 -none-
Bengals	1-1-2 ←
Bills	1-0-4 ←
Browns	1-1-3 ←
Buccaneers	1-5-4 ←
Broncos	1-1-5 →
Cardinals	1-0-1 ←
Chargers	1-4-5 ←
Chiefs	1-2-5 ←
Colts	1-2-3 ↑
Cowboys	1-1-4 ←
Dolphins	1-3-1 ←
Eagles	1-3-3 ←
Falcons	1-0-2 ←
Giants	1-3-5 ←
Jaguars	1-2-4 ←
Jets	1-4-1 ←
Lions	1-1-1 ←
Packers	1-2-2 ←
Panthers	1-0-5 ←
Patriots	1-4-3 ←
Raiders	1-4-2 ←
Rams	1-5-3 ←
Ravens	1-0-3 ←
Redskins	2-0-1 ←
Saints	1-3-4 ←
Seahawks	1-5-2 ←
Steelers	1-4-4 ←
Titans	1-5-5 ←
Vikings	1-3-2 ←

Weather Control

At the versus screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 ←, press **TURBO**, **JUMP**(2), **PASS**(3), ←.
Note: More then one code may be activated per game.
Weather: clear 2-1-1 ←
Weather: snow 5-2-5 ↓
Weather: rain 5-5-5 →

:: NFL BLITZ 2001 ::

Huge Code List!!

During Versus Mode, at the screen with the two helmets, there are little NFL shield icons just beneath the helmets—these are what you change to enter the code. The icon on the left is by hitting L1 or L2. The icon in the middle is changed by hitting the X button or the A button. The third icon is changed by hitting the Y button or the B button. Use the chart below to enter the following codes.

Show field goal % 0-0-1 ↓
Punt hang time meter 0-0-1 →
No CPU assistance1 0-1-2 ↓
Show more field1 0-2-1 →
Fast turbo running 0-3-2 ←
Huge head 0-4-0 ↑
Super blitzing 0-4-5 ↑
Big football 0-5-0 →
Arizona Cardinals playbook 1-0-1 ←
Atlanta Falcons playbook 1-0-2 ←
Hide receiver name 1-0-2 →
Baltimore Ravens playbook 1-0-3 ←
Buffalo Bills playbook 1-0-4 ←
Carolina Panthers playbook 1-0-5 ←
Chicago Bears playbook 1-1-0 ←
Tournament Mode2 1-1-1 ↓
Cincinnati Bengals playbook 1-1-2 ←
Cleveland Browns playbook 1-1-3 ←
Dallas Cowboys playbook 1-1-4 ←
No play selection1 1-1-5 ←
Denver Broncos playbook 1-1-5 →
Detroit Lions playbook 1-2-1 ←
Green Bay Packers playbook 1-2-2 ←
Indianapolis Colts playbook 1-2-3 ↑
Super field goals 1-2-3 ←
Headless team 1-2-3 →
Jacksonville Jaguars playbook 1-2-4 ←
Kansas City Chiefs playbook 1-2-5 ←
Miami Dolphins playbook 1-3-1 ←
Minnesota Vikings playbook 1-3-2 ←
New England Patriots playbook 1-3-3 ←
New Orleans Saints playbook 1-3-4 ←
New York Giants playbook 1-3-5 ←
New York Jets playbook 1-4-1 ←
Big players team 1-4-1 →
Oakland Raiders playbook 1-4-2 ←
Philadelphia Eagles playbook 1-4-3 ←
Pittsburgh Steelers playbook 1-4-4 ←
San Diego Chargers playbook 1-4-5 ←
No punting 1-5-1 ↑
San Francisco 49ers playbook 1-5-1 ←
Seattle Seahawks playbook 1-5-2 ←
St. Louis Rams playbook 1-5-3 ←
Tampa Bay playbook 1-5-4 ←
Tennessee Titans playbook 1-5-5 ←
Big head 2-0-0 →
Washington Redskins playbook 2-0-1 ←
Big head team 2-0-3 →
No first downs 2-1-0 ↑
Allow stepping out-of-bounds 2-1-1 ←
Deranged blitz mode1 2-1-2 ↓
Weather: clear 2-1-2 ←
Always QB (2P/4P on same team) 2-2-2 ←
Always receiver (2P/4P on same team) 2-2-2 →
Unlimited throws 2-2-3 →
Powerup teammates 2-3-3 ↑
Fast passes 2-5-0 ←
Tiny players team 3-1-0 →
Power-up offense 3-1-2 ↑
Power-up blockers 3-1-2 ←
Smart CPU1 3-1-4 ↓
No highlighting of receivers 3-2-1 ↓
No head 3-2-1 ←
Ultra hard mode1 3-2-3 ↑
Red, white, and blue football 3-2-3 ←
Cancel "Always QB/receiver" code 3-3-3 ↑
No interceptions 3-4-4 ↑
Power-up speed1 4-0-4 ←
Power-up defense 4-2-1 ↑
No random fumbles 4-2-3 ↓
Super passing mode1 4-2-3 →
Invisible 4-3-3 ↑
Super blitz mode1 0-4-5 ↑
Turn off stadium 5-0-0 ←
Unlimited turbo meter 5-1-1 ↑
Unidentified ball carrier 5-2-2 ↓
Weather: snow 5-2-5 ↓
Hyper blitz mode1 5-5-5 ↑
Weather: rain 5-5-5 →

:: NFL 2K ::

Alternate text
Enter "**SCRAWL**" at the Codes screen.

Fat players
Enter "**LARD**" at the Codes screen.

GAMESHARK CODES

Home Team Scores 100
938812A90000006
Home Team Scores 0
938812A900000000

High-pitched Commentary
Enter **SQUEEKY** at the Codes screen.

Sega Sports teams
Enter "**SUPERSTARS**" at the Codes screen.

Slow-motion speed setting
Enter "**DEDMAN**" at the Codes screen. (Note: The slow-motion game setting is toggled within the "Game Speed" menu.)

Turbo speed setting
Enter "**TURBO**" at the Codes screen. (Note: The Turbo setting is toggled within the "Game Speed" menu.)

:: NHL2K ::

Big Head Mode
At the "Black Box" screen or the first screens before or after it, press B, B, X on CONTROLLER D (a controller in the 4th plug).

Black Box team
At the Black Box logo screen, plug a controller into port D and hold down L1 and L2. Press B, A, B, Y and get the best team in the game.

Special Wayne Gretzky Message
To pay your own tribute to The Great One, simply create a player using the name "Wayne Gretzky" . The message "Thanks for the Memories" will appear on the player photo area.

HOW TO ASSEMBLE YOUR OFFICIAL ODCM MINI CODEBOOK™!

You have the power...now find a stapler and a pair of scissors and get to work

Putting together your codebook is simple. First, just cut each page out along the dotted line. Keep the pages in the same order that they were in the magazine. Now fold them in the center (you may want to fold each sheet individually). Fold the pages so that the inside of the fold has an even number on the left, and a higher odd number on the right. Flip through the book to make sure the pages are all in the right order.

Now, you need to staple the center of the codebook. And sadly, your average Swingline just isn't going to reach the center where you want to put the staples. So what do you do? In a pinch, you can just staple the left edge *(fig. 1)*, straight through the side. This will reduce the margins inside the book, but it's probably the quickest and easiest solution.

The second strategy is to fold over one half of the book so that the stapler can reach the center *(fig. 2)*. Unfortunately, this method ends up leaving half of your pages creased.

Finally, you can go out and drop $40 on an extended reach stapler that can reach the center without folding any pages. OR you can head to a copy center like Kinko's, and ask to use their big extended reach stapler *(fig.3)*. They probably won't even charge you for the staples, once they see how cool your codebook is.

Fig. 1.

This is the easiest way to assemble your codebook. Just put a couple of staples through the side, as close to the spine as you can. This makes the book a little harder to use, but it'll still work and look okay.

Fig. 2.

By folding over half of the pages, you can staple the book in the center of the spine like a magazine (this is called "saddlestiching, FYI), which looks and works great. Except that those pages tend to stay folded. Grr...

Fig. 3.

The ultimate solution is to find an extended reach stapler like this one, which can reach all the way to the middle of the spine for a neat look without bending any pages. You can find these staplers at most full service copy shops.

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FORGET ALL THE HEALTH RISKS. If The Beautiful People Do It, It Must Be Okay!
1.2 mg of "Hey, I'm addicted!" 200 mg of "I'm cool, right?" and 2000 mg of "I'm livin' dangerously so I must be sexy."

Talk Back

The Official ODCM Interview

Welcome to TalkBack, the first in an occasional series of interviews with the movers and shakers that make the Dreamcast world so great. This time, we spoke with two members of the crack *Soul Reaver* team: Lead Programmer Marc David and Senior Designer Riley Cooper.

ODCM: *Soul Reaver* looked great. Can we expect to see many improvements in *SR2*, in terms of graphics?

Marc David: We've redone the graphics system quite a bit, and I think we've done an excellent job. The main improvement is in the amount of polygons that we're able to push on the *SR2* engine. We're rendering 50,000 polygons at 60 frames a second. This is a huge improvement over *SR1* on the Dreamcast (it rendered 10,000 [polys] per frame at best). This allows us to have more realistic and engaging environments. We've also redone the special effects system, which is incredibly feature packed. I think you'll be really pleased when you see all the great effects it can achieve. Finally, I'd like to note that we've been able to do many more algorithmic effects, such as realtime IK and cloth simulation, to add a higher level of realism. Look for *Soul Reaver 2* to be a huge jump in quality from *Soul Reaver 1* on all fronts.

ODCM: What improvements can we expect to see in gameplay? Will puzzles be easier? Harder? What about all those blocks?

Riley Cooper: You can expect a lot of improvements in gameplay. For starters, the game will always be running at 60 frames per second on both the Dreamcast and the PS2. This will improve every aspect of the gameplay experience, but especially in combat—we can have more enemies onscreen at any given time. On top of that, we've also improved the AI so the fighting will be more fun overall.

Other great improvements in gameplay affect the puzzles. For example, we are being very careful not to put players in situations where it isn't clear what they need to do next. Also, in *SR1*, we were sometimes criticized for having too many block puzzles. So we've worked hard to introduce many new puzzle-related objects for Raziel to interact with throughout the game. This enables us to increase the complexity of the puzzles in the game, to keep up with the players' growing puzzle-solving ability.

ODCM: *Soul Reaver* ended in a cliff-hanger. Does *SR2* complete at least this chapter in the saga?

RC: That and much more. That chapter is addressed right away, and it opens into the heart of the *SR2* story—which involves time travel. In this game, Raziel travels throughout Nosgoth's history, uncovering for the fans more of Raziel and Kain's past.

ODCM: Without giving anything away, what can we expect from the story this time around?

RC: In addition to what we feel is one of the cooler videogame story endings ever, you can expect a much more full story throughout. It includes both back story elements that are communicated through murals, allowing the player to learn about them at their leisure, as well as more important elements of the story that directly guide Raziel's actions. Besides that, you should notice that every aspect of the game's design is driven by the story. *SR1* was story driven, but it had many aspects that were somewhat formulaic. This time around, just about everything that we're creating has been inspired by the story itself—which means that we've created a much more cohesive and original experience.

www.DailyRadar.com

Parting Shots

In which the **ODCM** team visits not one, not two, not three, but four secret lunch spots in the course of creating one giant issue of everyone's favorite Dreamcast magazine

WEEK ONE

Chris had been bragging about the place for weeks. "It used to be *NextGen*'s secret spot, but now it's ours, because none of them know how to get there," he beamed. And the place, across from a bread factory in an industrial section of a major Northern California city delivered the goods: a free relish tray (with salami!) on the table, free refills of soda, and the best darn calamari steak you ever ate. (The steak sandwiches are nothing to sneeze at, either). It was at this place that Evan first bemoaned the lack of a portable Dreamcast to play in the car.

WEEK TWO

Hogan's isn't secret, but it is literally nestled inside a wholesale produce distribution hub near SF International Airport, which is almost as good. Opens at 4am, closes at 2pm. It's cool to go to lunch at 11am and see a bunch of guys drinking—it's the end of their working day already, you see. In addition to the Larry King Room and autographed Hulk Hogan poster, Hogan's features great specials and a hot turkey sandwich to die for. After mopping up the last of his gravy, Chris turned to Evan and said, "you know, I bet we could *build* our own portable Dreamcast..." Fran choked on her calamari side dish.

WEEK THREE

The next week took us to the Gingerbread House, hidden in plain sight under the BART tracks in Oakland. The gingerbread-covered pink house is awash with Cajun folk art and, well, just some other weird stuff—but the live piano player, amazingly weird menu (most of the items have to be ordered a day in advance) and great Cajun cooking made us feel like we were back in New Orleans. Evan and Chris concentrated on napkin sketches of the planned DC-portable, drawing nasty looks from the staff (so they were cloth napkins, so what?).

WEEK FOUR

Fran bowed out to play *PSO*, leaving the rest of the staff to chat about the DCP at the Devonshire (#2) in Minna alley at New Montgomery in San Fran. The server (named "Q") was certainly cute and nice, and the bacon on the BLTs was crisp. Will the DCP happen? Time will tell. But Fran loved *PSO*.

QUESTION OF THE MONTH

Ultimate bedding preferences?

Dan: A giant lead-filled dentist apron. I like to sleep under really heavy covers.
Dina: Flannel sheets. Flannel everything.
Fran: Hanging upside down from a rafter.
Chris: Cotton sheets and lots of wool blankets. It's a layers thing.
Evan: Just an old parka and an alley.
Dave: A grass mat on a hardwood floor with a thin gauze sheet.

Next Issue

As good as it gets!

Issue #12 with GD-ROM On sale January 28th!

SOUL REAVER 2

That's right, next month we'll have more on the darkest Vampire adventure ever to steal your gothic soul. Time travel? Giant swords? A story with an ending? Believe it.

REVIEW OVERLOAD, PT.3 !

Just when you though there simply couldn't be any more reviews for Dreamcast, we've got yet another massive, overflowing review section! Including, we hope, many of the games that got delayed just before the Holidays.

. . . And more!!

- **Strategy games** *Revealed!*
- **New secret codes** *Cool!*
- **Japanese titles** *Explored!*
- **More info** *We promise!*

*Miss it and forever be damned to a life full of bad licensed games. Content (but not quality) of issue subject to change due to vagaries in space-time.

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DRIVER A

-Greets colleagues with a firm self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

MSR
METROPOLIS STREET RACER

Welcome to Metropolis Street Racer where going fast isn't enough - you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOS (points based on style) as well as speed. MSR also features amazing recreations of real cities, London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.

B

DRIVER B

-Offers a limp and clammy handshake that screams of self doubt.
-Wasn't allowed to date in high school.
-Has superheroes on underwear.
-Apologizes after sex.

Dreamcast

sega.com/msr

EVERYONE E

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